

BIG BASS WHEEL PRO

Software Version
1.36

☐ Tickets Model

☐ Hybrid Model

☐ Coupon Model

SERVICE MANUAL

Updated:

August 26, 2009

R. Schreiber

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MON. - FRI.

Comments / Questions:
920.822.3951 x 1101
8 A.M. - 5 P.M. CST
MON. - FRI.

Email :
service@baytekgames.com



ABOUT THE GAME

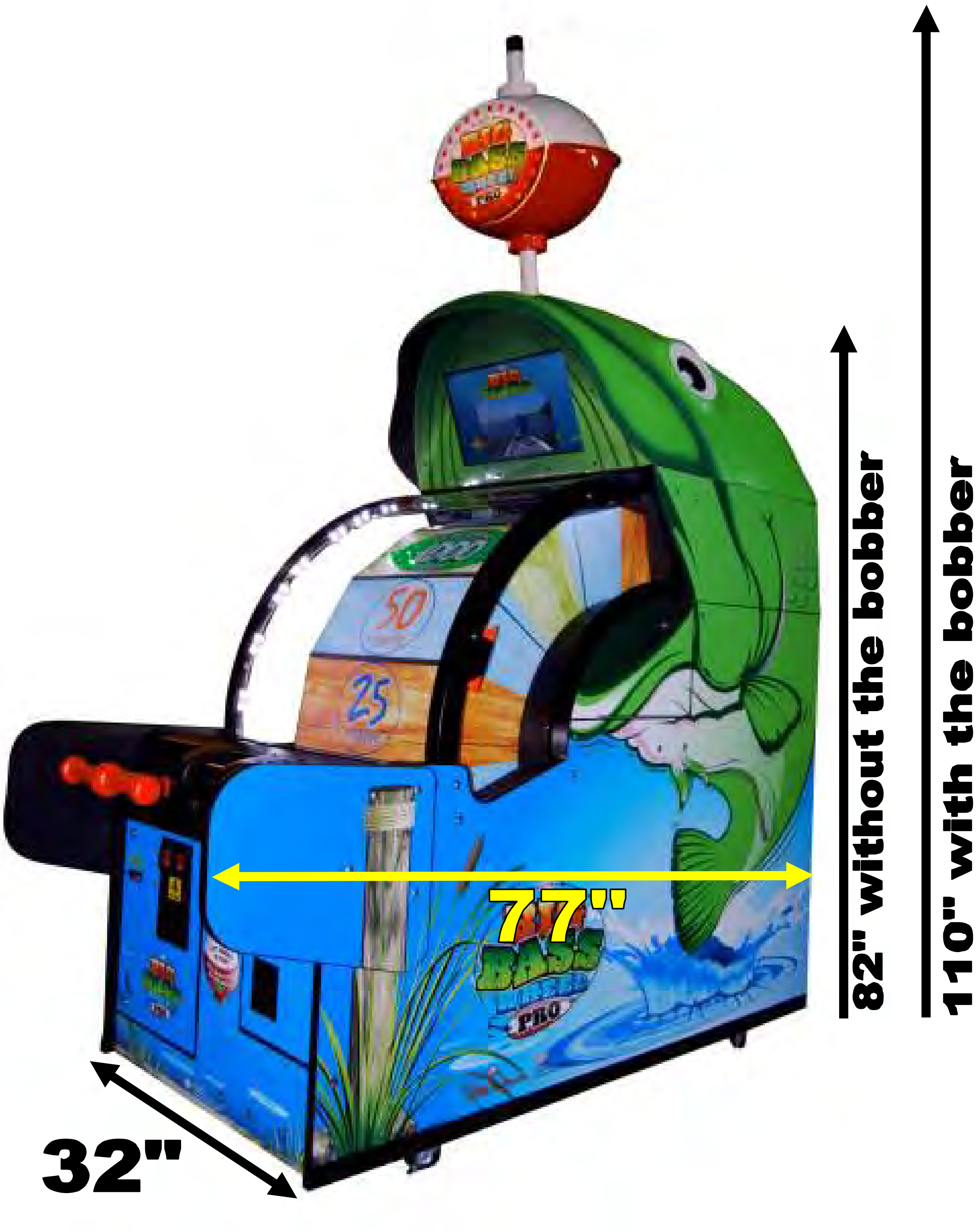
REEL IN the fun with BIG BASS WHEEL PRO™ from
Bay Tek Games.

Players step up and pull the handle to spin the big wheel. When the wheel stops, players are awarded with tickets. For an even bigger catch – a Big Bass Bonus has been added to the wheel where players can win up to 1000 tickets for their perfect spin!

This game serves as a true attraction piece as the big wheel offers great eye-appeal for any location while funny fishing bloopers provide added laughs & entertainment for the entire family!



GAME MEASUREMENTS



DANGER

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

WARNING

Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline, kerosene, or thinners.

CAUTION

TO AVOID POSSIBLE INJURY,
DO NOT REMOVE ANY GUARDS!
SERVICE TO BE PERFORMED BY AUTHORIZED PROFESSIONAL TECHNICIANS ONLY!
ALL POWER TO THE GAME MUST BE TURNED OFF!

CAUTION

Lifting heavy objects can cause back, neck, or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.

SAFETY PRECAUTIONS

BIG BASS WHEEL PRO HAS THREE ACRYLIC SHIELDS INSIDE THE GAME TO PROTECT AGAINST PERSONAL INJURY.

<u>THESE GUARDS MUST REMAIN ON AT ALL TIMES.</u>

IF GAME REPAIR IS REQUIRED, SERVICE SHOULD BE PERFORMED BY **<u>AUTHORIZED PROFESSIONAL TECHNICIANS</u>** ONLY.
THESE GUARDS ARE CLEARLY DECALED AND SHOULD REMAIN ON THE GAME **<u>AT ALL TIMES</u>**.

THESE GUARDS AND DECALS REQUIRE A REGULAR MAINTENANCE INSPECTION (1 TIME PER WEEK MINIMUM) AND SHOULD BE REPLACED AS NECESSARY.

ACRYLIC GUARD
PLACEMENT



ACRYLIC GUARD
BEHIND RIGHT SIDE DOOR



ACRYLIC GUARD
BEHIND RIGHT FRONT DOOR





ACRYLIC GUARD
INSIDE CASH BOX

INSPECTING THE GAME

Inspect the game for any damaged, loose, or missing parts.
If damage is found please contact the carrier first then contact
Bay Tek Games at 920.822.3951 or e-mail at
service@baytekgames.com
to order replacement parts.

PARTS INCLUDED:

2 SIDE GUARD SAFETY "FINS"
- RIGHT SIDE PART NUMBER **WABBW0070**
- LEFT SIDE PART NUMBER **WABBW0071**

-SAFETY GUARDS HARDWARE
AAKIT-BBW1-HDWR
(8) A5BOCG140
(9) A5NUHX060
(9) A5WASI010
(1) A5BOHH115
(2) A5WAFL060

1 BOBBER ASSEMBLY

1 POWER CORD

SERVICE CONNECTIONS / POWER REQUIREMENTS

All Bay Tek games are 110V unless specifically ordered 220V.
The game will draw **2-3 AMPS** at start up.
Outlets should be rated for **20 AMPS** or higher.
The game voltage can be found on the serial number decal, see below.

SUITABLE FOR INDOOR USE ONLY

Model: AAGM-1234	GAME VOLTAGE WILL BE HERE
Software Version: 5-678	
Game Serial Number: 9-1234	
PCB Serial Number: 567,789	AMUSEMENT MACHINE
Manufacture Date: 7/07/2007	
Inspected By: R.S.	

BAY TEK GAMES www.baytekgames.com

ATTENTION

Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet.

ATTENTION

Always plug this game into a grounded circuit.

ATTENTION

If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

Step 1

Unlock and remove the backdoor.
Unlatch the front window.
The front window should now slide upwards.
Slide the woindow until it rests on the floor behind the game.

See fig. 1.

FIG. 1



Step 2

Insert the bobber pole in the hole on top of the fish head. There is a wooden brace under the head that the pole should sit in.
Make sure the cables run down the hole as well.
See fig. 2.

FIG. 2



Step 3

From inside the game find the end of the bobber pole and insert the bolt that came with the pole. See fig. 3

FIG. 3



Step 4

Front inside the game, above the wheel, plug in the cables as shown in fig. 4.

FIG. 4



Step 5

If your game was shipped with the orange handle <u>not</u> installed:

Remove the hardware from the end of the handle, you will need this to mount it. Slide the handle into the metal front of the game as shown. See fig. 5.

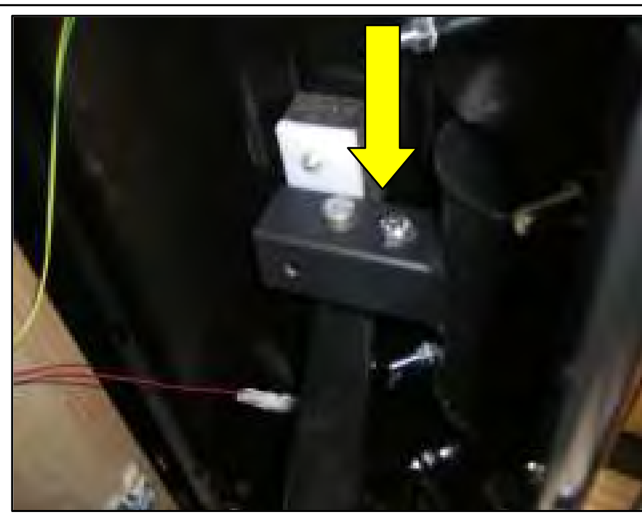
FIG. 5



Step 6

From inside the game cabinet, insert the bolt through the bracket arm and the handle. Secure the bolt using the locknut. Use a 7/16 wrench to hold the bolt head while you tighten the locknut using a 7/16 socket. See fig. 6.

FIG. 6



SAFETY SIDE GUARDS:

THE FACTORY REQUIRES THAT BOTH GUARDS ARE FASTENED TO THE GAME AT ALL TIMES. THE SAFETY GUARDS HELP PROTECT AGAINST POSSIBLE INJURY. THE FACTORY ALSO REQUIRES THESE GUARDS TO BE INSPECTED WEEKLY BY AUTHORIZED PERSONNEL.

EVERY WEEK CHECK THE BOLTS AND LOCKNUTS TO ENSURE TIGHTNESS.

Step 7

On both side of the cabinet there are a total of 8 holes used for mounting the side guards, fig. 7. Use can find the mounting hardware in the cashbox, fig. 8.



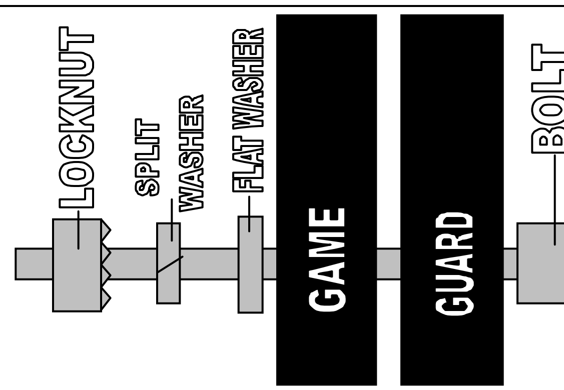
FIG. 7

FIG. 8



Place the bolt through the hole in the guard and into the cabinet. From inside the cabinet secure the bolts using the flat washer, split washer, and locknut, fig. 9.

FIG. 9



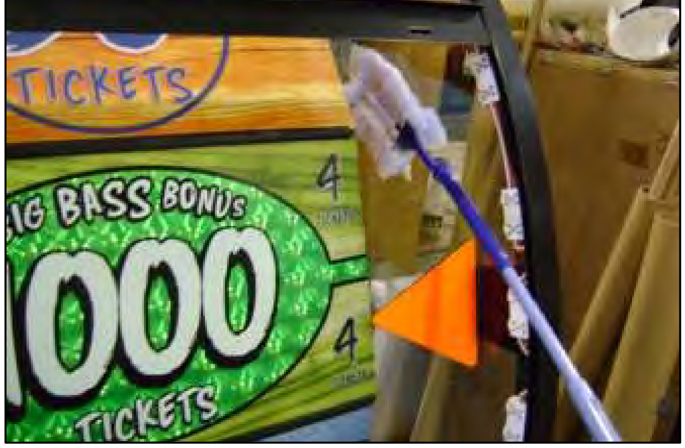
Step 8

Use the provided cleaning tool (**A5SWIFFER**) located in the cashbox to clean the interior of all three windows. See fig. 10.

Once you're done close the front glass like a roll top desk and relock the two clasp's, see fig. 1.

Clean the exterior windows of the game using a clean towel and mild window cleaner.

FIG. 10

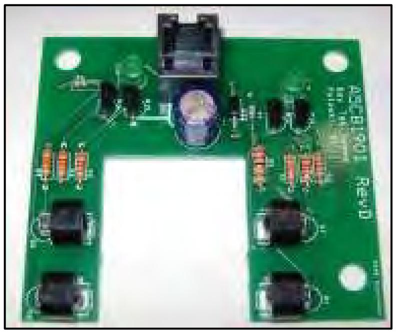


Step 9

You may now plug your game in.
We suggest playing a few games to ensure proper operation and ticket payout.

AACB1901
ENCODER WHEEL SENSOR

LOCATED BEHIND THE LEFT SIDE ACCESS DOOR



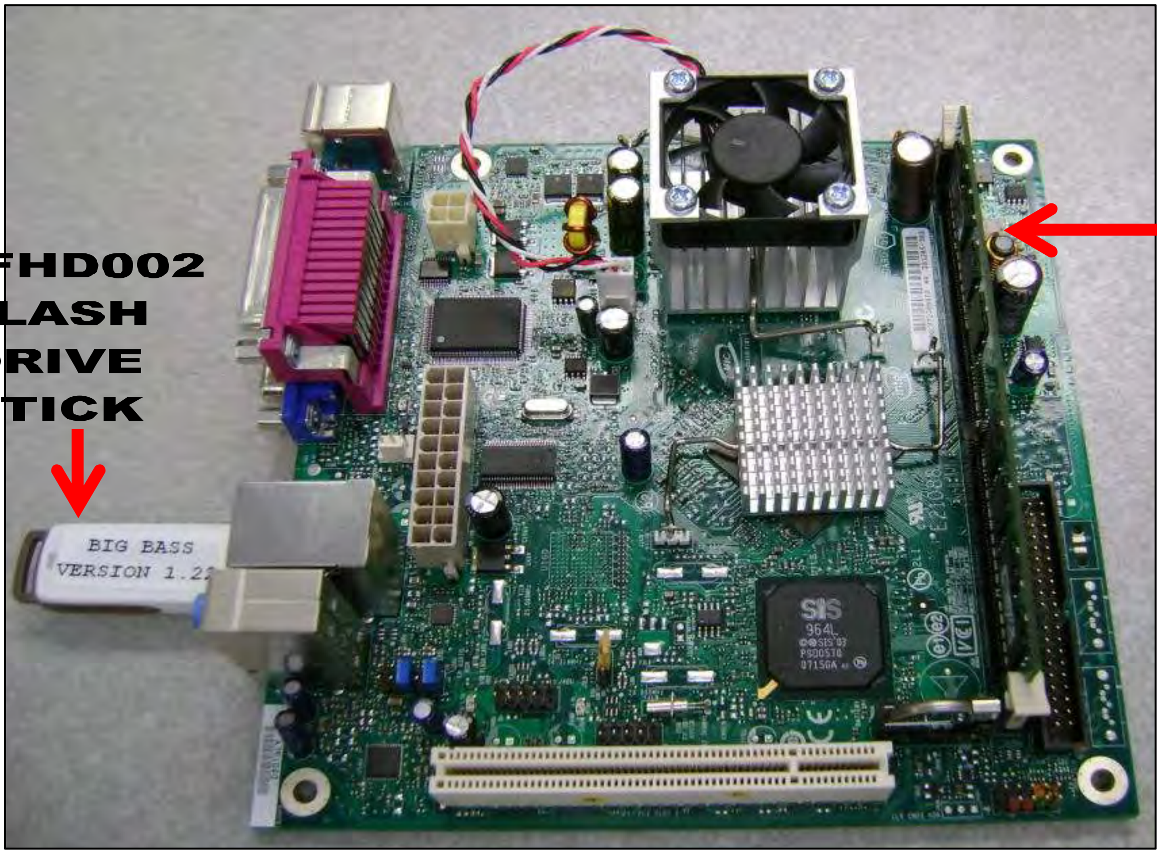
AACB1900
I/O BOARD

LOCATED BEHIND THE LEFT SIDE FRONT DOOR



AAMB6
MOTHER BOARD

A5FHD002 FLASH DRIVE STICK



A5CB1904 RAM

LOCATED BEHIND THE RIGHT SIDE FRONT DOOR.
INCLUDES THE RAM AND FLASH DRIVE.

THE FLASH DRIVE MAY VARY.

ACCESS THE OPERATOR MENU

BIG BASS WHEEL™ IS EQUIPPED WITH AN ONSCREEN OPERATOR MENU. THIS MENU WILL ALLOW YOU TO CONTROL ALL THE GAME FEATURES AND SETTINGS ALONG WITH MONITORING THE STATISTICS.

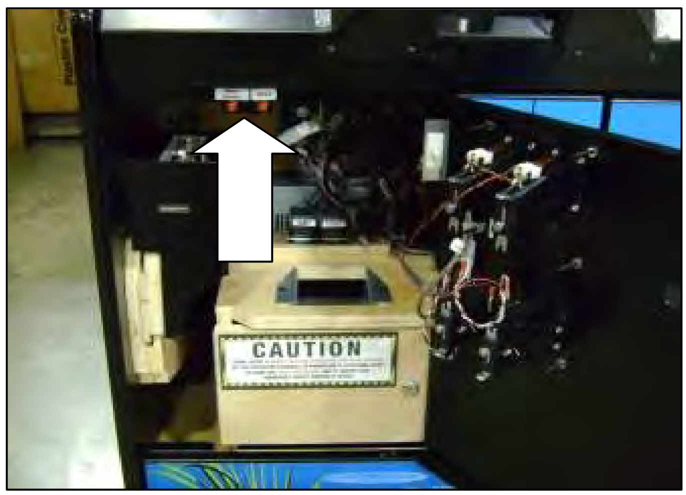
TO ACCESS THE OPERATOR MENU OPEN THE LEFT SIDE TICKET DOOR.



THE MENU BUTTONS ARE LOCATED INSIDE OF THE DOOR.

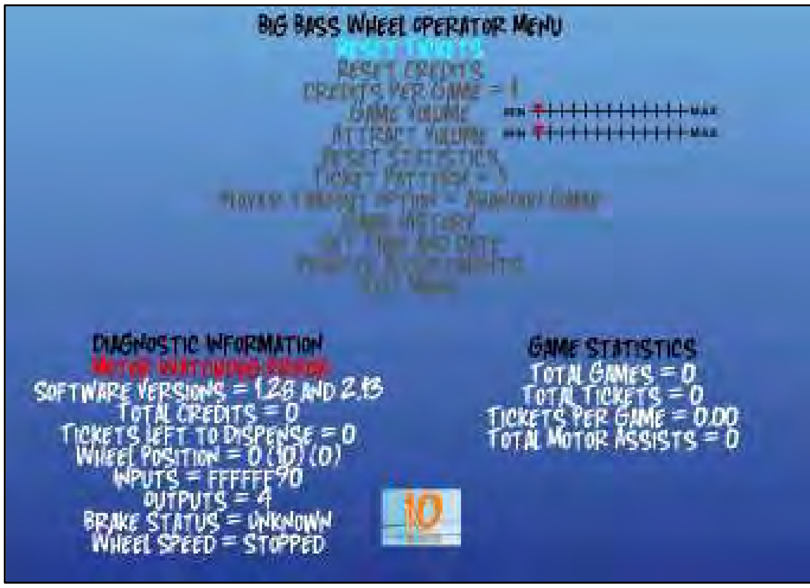
PRESS "MENU" TO ACCESS THE OPERATOR MENU ON THE GAME DISPLAY IN THE FISH HEAD.

USE THE "SELECT" BUTTON TO CHANGE THE FUNCTIONS.



THE FOLLOWING PAGES WILL SHOW THE SCREEN SHOTS OF THE OPERATOR MENU AND GAME INFORMATION.
USE THE LEFT AND RIGHT RED BUTTONS TO NAVIGATE THE SELECTIONS.

RESET TICKETS -- RESET CREDITS -- CREDITS PER GAME



RESET TICKETS

CLEARS TICKETS LEFT TO DISPENSE TO ZERO.

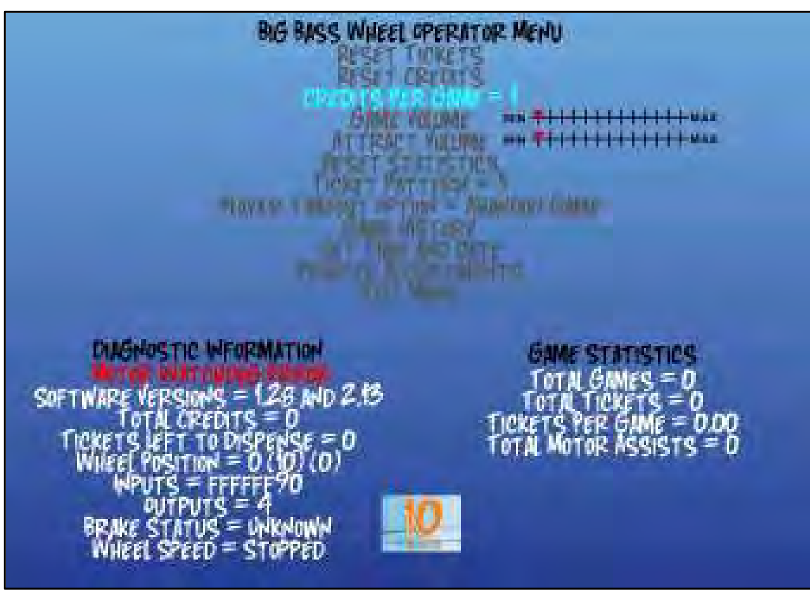
THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.



RESET CREDITS

CLEARS CREDITS (GAMES IN QUEUE) TO ZERO.

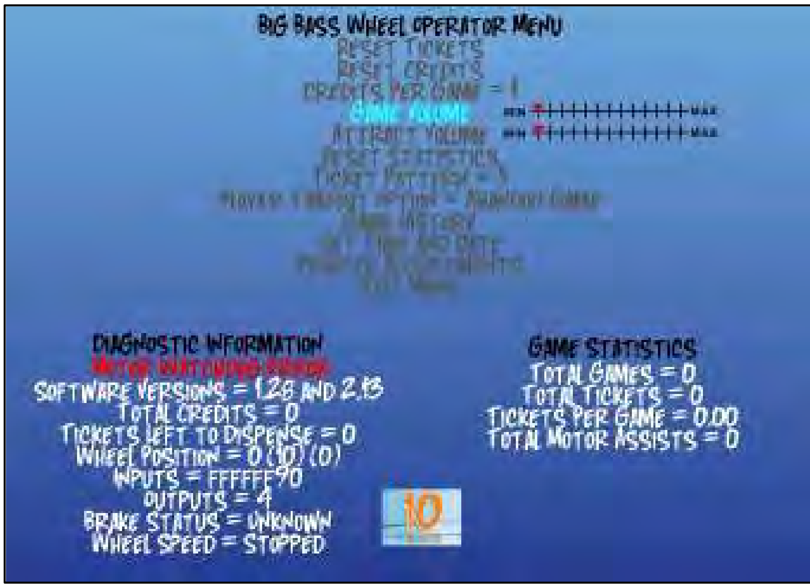
THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.



CREDITS PER GAME

SHOWS THE CURRENT SETTING FOR CREDITS PER GAME.
ALLOWS YOU TO CHANGE THE COST (CREDITS) PER GAME.

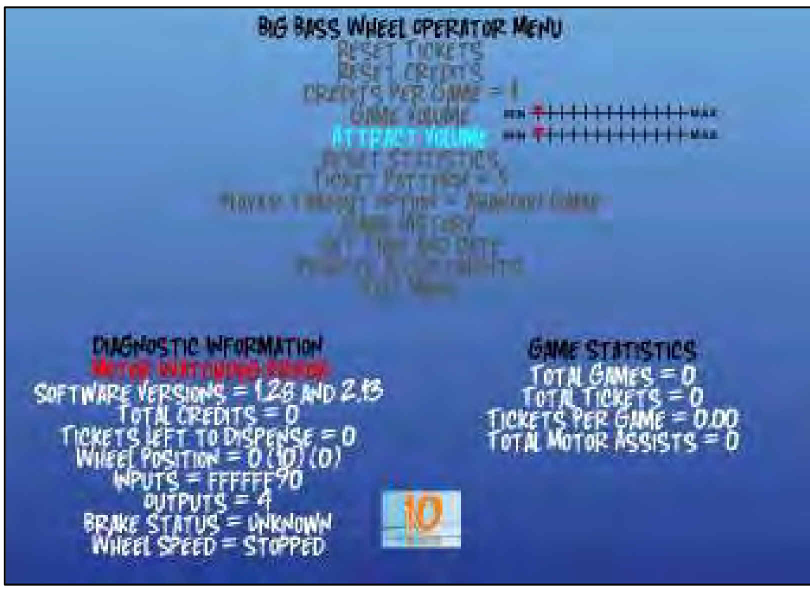
FACTORY SETTING:
4 CREDITS



GAME VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.
USE SLIDER TO ADJUST.

THIS CONTROL IS ONLY FOR THE AUDIO PLAYED DURING GAME PLAY.



ATTRACT VOLUME

THE RED ARROW SHOWS THE CURRENT SETTING.
USE SLIDER TO ADJUST.

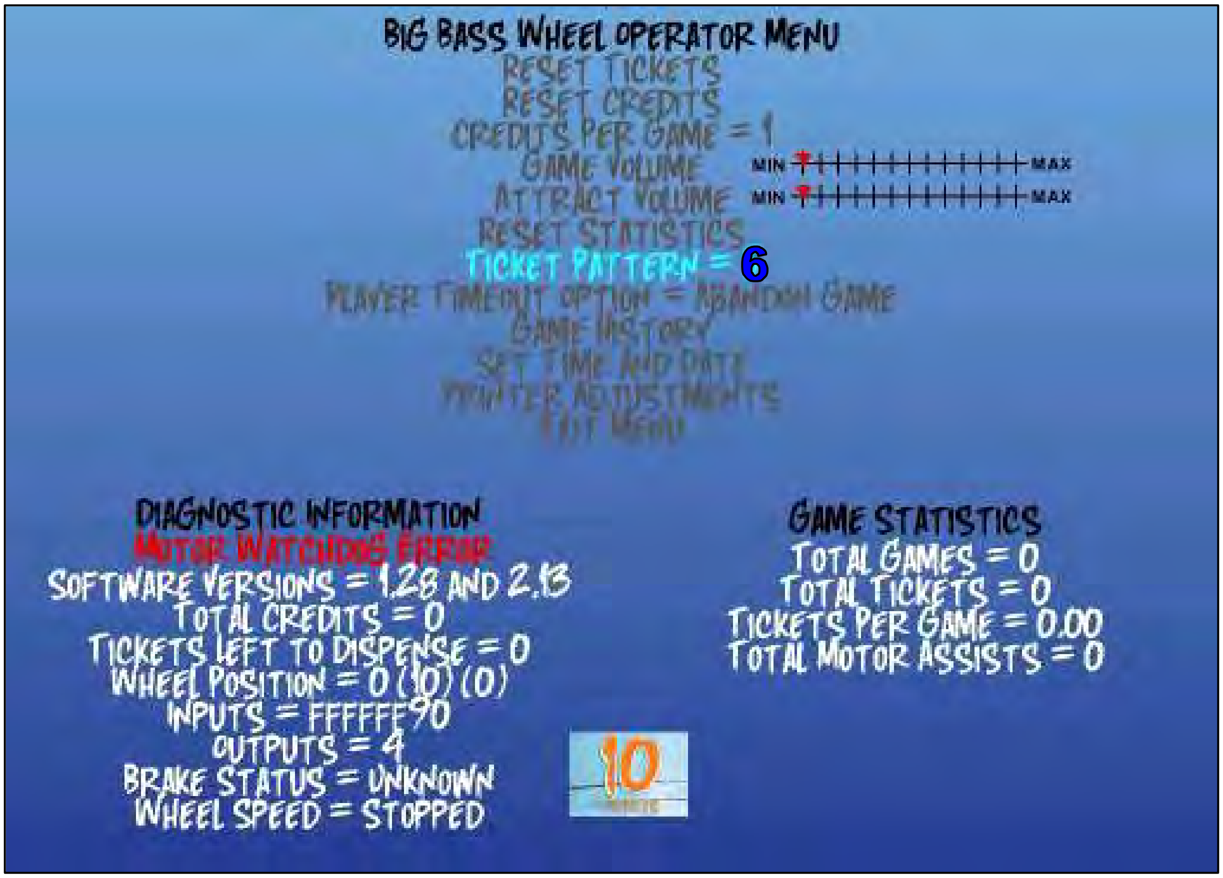
THIS CONTROL IS ONLY FOR THE AUDIO PLAYED DURING ATTRACT MODE.



RESET STATISTICS

CLEARS ALL STATS SHOWN UNDER THE "GAME STATISTICS" MENU TO ZERO.

THIS WILL NOT RESET THE MECHANICAL COUNTERS IN THE GAME.



TICKET PATTERN

SHOWS CURRENT PATTERN AS SHIPPED FROM THE FACTORY.

FACTORY SETTING:
6
SEE AVAILABLE PATTERNS ON THE NEXT TWO PAGES.

TO ORDER THE NEEDED DECALS TO CHANGE THE PATTERN FROM THE FACTORY DEFAULT PLEASE CALL THE BAY TEK GAMES PARTS DEPARTMENT AT 920-822-3951 X1101

AVAILABLE PATTERNS

P1	P2	P3	P4	P5	P6
500	500	500	1000	1000	1000
2	10	15	15	15	15
3	25	40	25	75	40
2	10	15	15	15	10
25	50	50	50	100	100
5	10	10	10	10	50
3	25	25	40	25	25
5	10	15	10	15	50
25	50	50	50	100	100
2	10	15	15	10	15
3	10	40	25	75	40
5	10	15	15	15	10
25	50	50	50	100	100
5	10	10	10	10	50
3	25	25	40	25	25
5	10	10	10	10	50
6-8 TICKETS PER GAME	14-17 TICKETS PER GAME	19-22 TICKETS PER GAME	23-26 TICKETS PER GAME	27-30 TICKETS PER GAME	32-35 TICKETS PER GAME

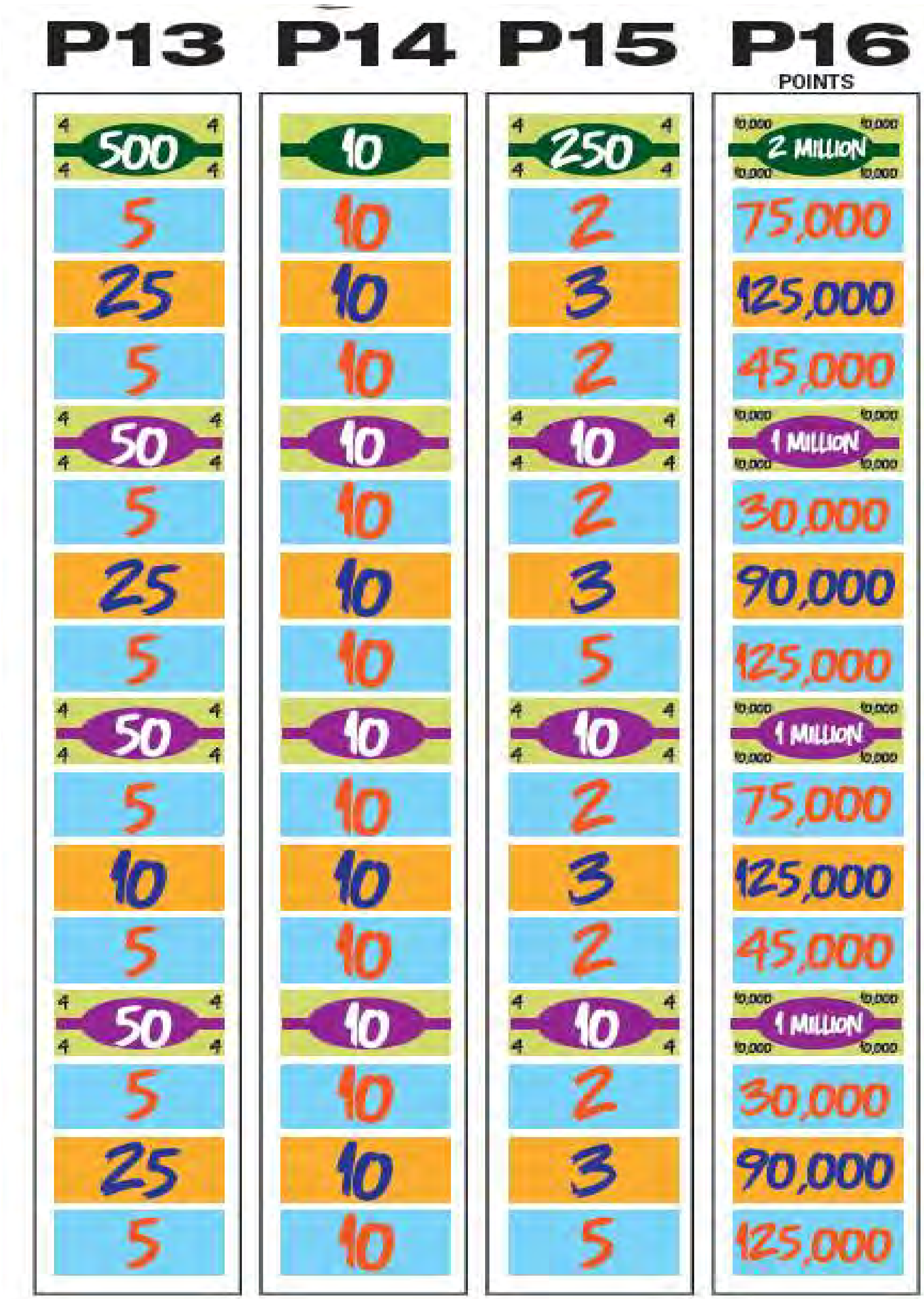
THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.
PLEASE USE THE NUMBERS AS A GUIDE ONLY.

AVAILABLE PATTERNS

P7 2 POINT TICKET	P8	P9	P10	P11	P12
1000	1000	1000	1000	1000	1000
50	15	15	50	15	10
40	75	75	75	40	40
50	15	15	10	10	150
100	100	100	250	250	500
10	50	50	50	10	50
40	25	75	75	75	40
50	50	15	50	150	150
100	100	100	250	250	500
10	15	50	50	15	10
40	75	75	75	40	40
50	15	15	10	10	150
100	100	100	250	250	500
10	50	50	50	150	50
40	25	75	75	75	40
10	50	50	50	150	150
32-35 TICKETS PER GAME	38-41 TICKETS PER GAME	42-45 TICKETS PER GAME	50-53 TICKETS PER GAME	60-63 TICKETS PER GAME	74-77 TICKETS PER GAME

THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.
PLEASE USE THE NUMBERS AS A GUIDE ONLY.

AVAILABLE PATTERNS



10-13 TICKETS PER GAME	10 TICKETS PER GAME	4-6 TICKETS PER GAME	100,000 PER GAME

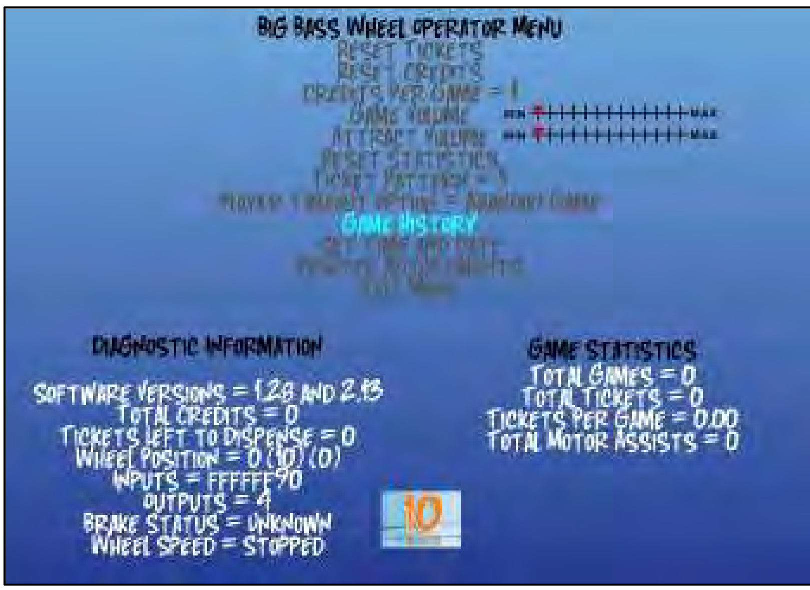
THE NUMBERS LISTED AT THE BOTTOM OF EACH PATTERN ARE ESTIMATED TICKET PAYOUTS PER GAME BASED ON CUSTOMER FEEDBACK AND MAY VARY DEPENDING ON THE SKILL OF THE INDIVIDUAL PLAYER.
PLEASE USE THE NUMBERS AS A GUIDE ONLY.



PLAYER TIME OUT OPTION

MOTOR ASSIST: THE GAME WILL SPIN THE WHEEL IF THE PLAYER DOES NOT IN THE TIME ALLOTTED.

ABANDON GAME: THE GAME ENDS IF THE PLAYER DOESN'T SPIN THE WHEEL IN THE TIME ALLOTTED.



GAME HISTORY

USE THIS FEATURE TO VERIFY A HIGH TICKET WIN.



SET TIME AND DATE

Use this feature to set the time and date in your game.

If you have the Hybrid or Prize Coupon models then the time and date will be printed on the coupons.

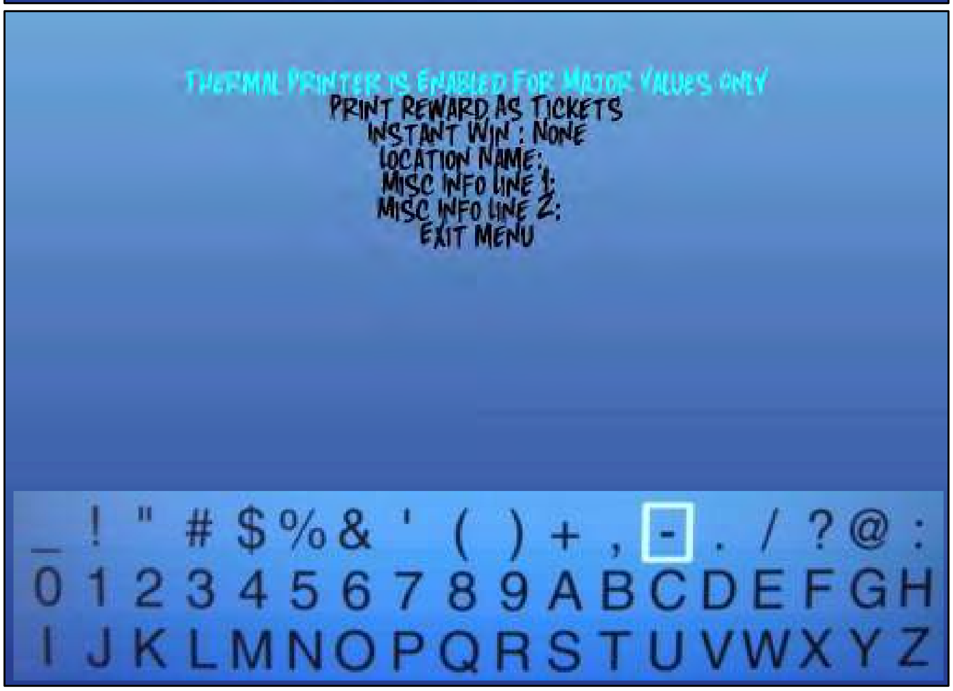
Hybrid Model

ONE TICKET DISPENSER AND
ONE THERMAL PRINTER

The directions on the following page are for the Hybrid Model only.







Thermal Printer

"For all values" The game will print a coupon for any and every value on the wheel and **will not** dispense tickets.

"Minor and Major Only" The game will only print coupons for minor and major wins. All other smaller values will be paid in tickets.*

"Major Only" The game will only print coupons for Major wins. All other values will be paid in tickets. The factory recommends this option*

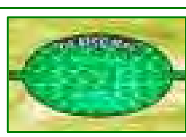
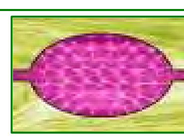
Print Reward
Tickets
Should match your wheel decals.

*See chart below for prize value definitions.

Location Name: Allows you to set the printer to print your location name on the coupons as they are printed.

Misc Info Line 1 and 2: Allows you to customize the coupons with your phone number or upcoming events.

Use the "Menu" button to scroll through the letters,
then use the "Select" button to choose the letter you want.
To go back and correct a mistake "click" the underscore (_) once.
To exit the onscreen keyboard "click" the underscore (_) twice.

Major Prize Green 1 per wheel		Minor Prize Pink 3 per wheel		All other values on the wheel are considered "smaller values"

You may now go to page 31 for the remaining Menu options

Prize Coupon Model

ONE THERMAL PRINTER
ONLY

The directions on the following page are for the Prize Coupon Model only.



PRINTER ADJUSTMENTS-PRIZE COUPON MODEL



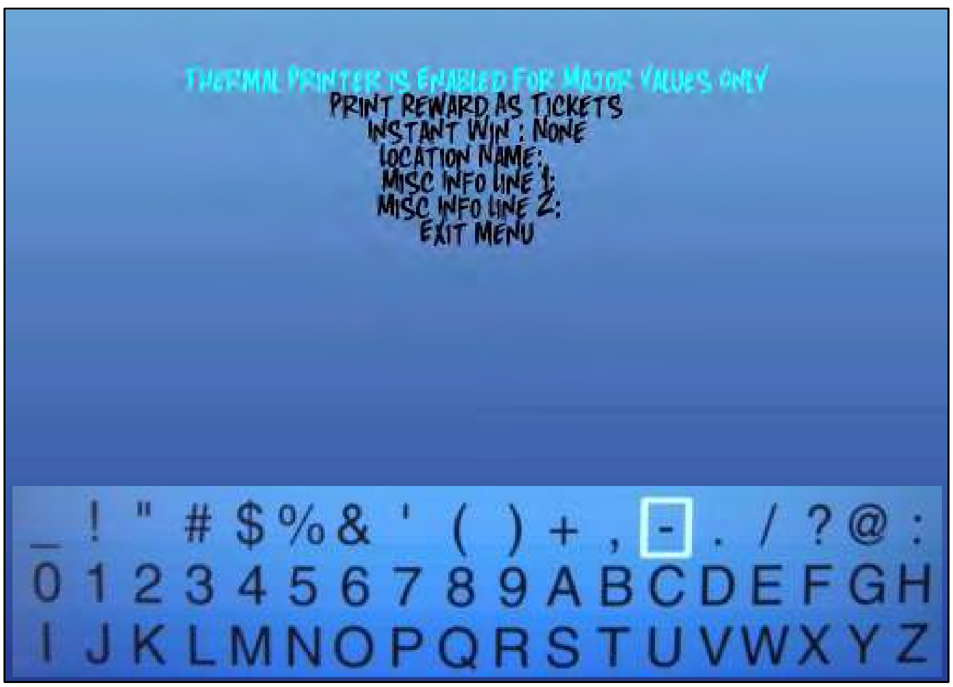
Prize Coupon Model

Thermal Printer

Your game should be set to "For All Values" to print a coupon for all values on your wheel.

Print Reward

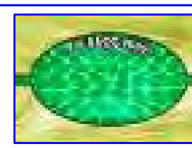
Points.
Should match your wheel decals.
Ticket Pattern 13 uses a point system.



Instant Win

You can set your game to reward players with an instant win if they land on the "Major" value target on the wheel.
You can apply a decal or sticker to show the players what the instant win prize is.
The decal or sticker you apply should lay flat against the wheel.

Major Prize
Green
1 per wheel



Location Name: Allows you to set the printer to print your location name on the coupons as they are printed.
Misc Info Line 1 and 2: Allows you to customize the coupons with your phone number or upcoming events.

Use the "Menu" button to scroll through the letters,
then use the "Select" button to choose the letter you want.
To go back and correct a mistake "click" the underscore character once.
To exit the onscreen keyboard "click" the underscore character twice.

You may now go to page 31 for the remaining Menu options

ALL THREE MODELS

From this point forward your manual can be used for any of the three models we offer.

Tickets



Hybrid



Prize Coupon

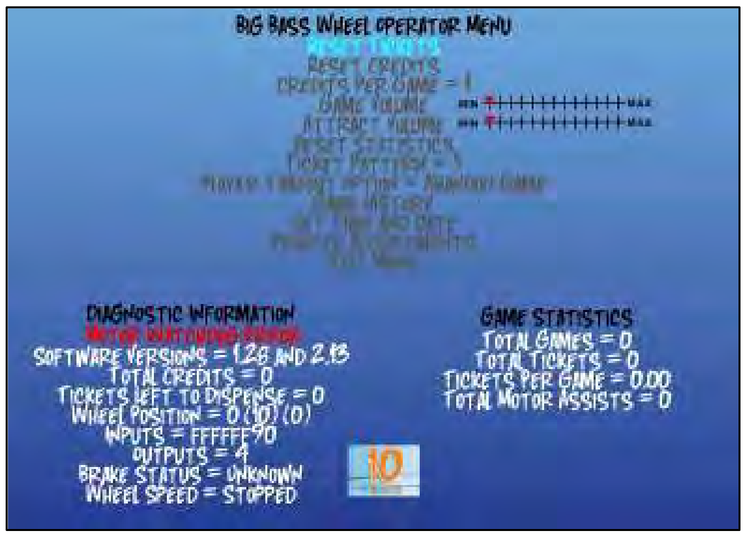


DOOR OPEN WARNING-WATCHDOG ERROR

DOOR OPEN WARNING

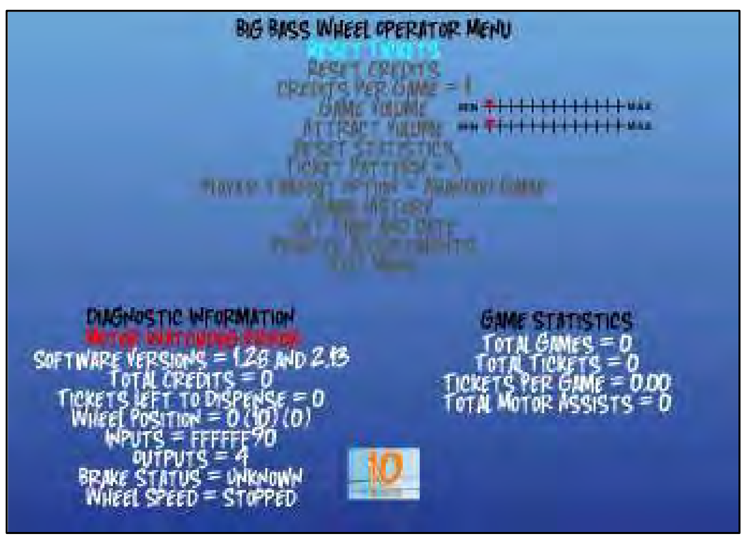
EACH DOOR ON THE GAME HAS A LIMIT SWITCH. IF A DOOR IS OPEN, THE MOVING PARTS IN THE GAME SHUT DOWN AND TICKETS STOP DISPENSING.
IT IS NOT POSSIBLE TO PLAY THE GAME WHEN ANY DOOR IS OPEN.

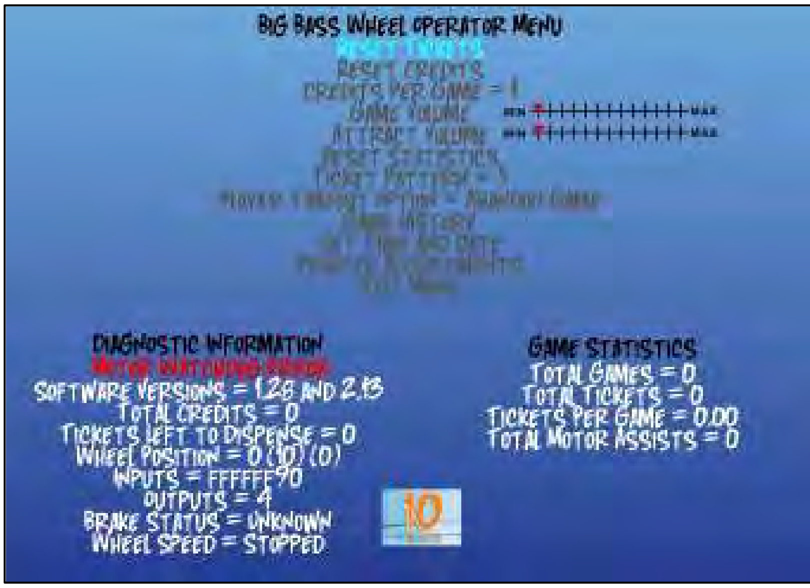
WE STRONGLY RECOMMEND THAT YOU DO NOT DISCONNECT ANY OF THE LIMIT SWITCHES.



MOTOR WATCHDOG ERROR

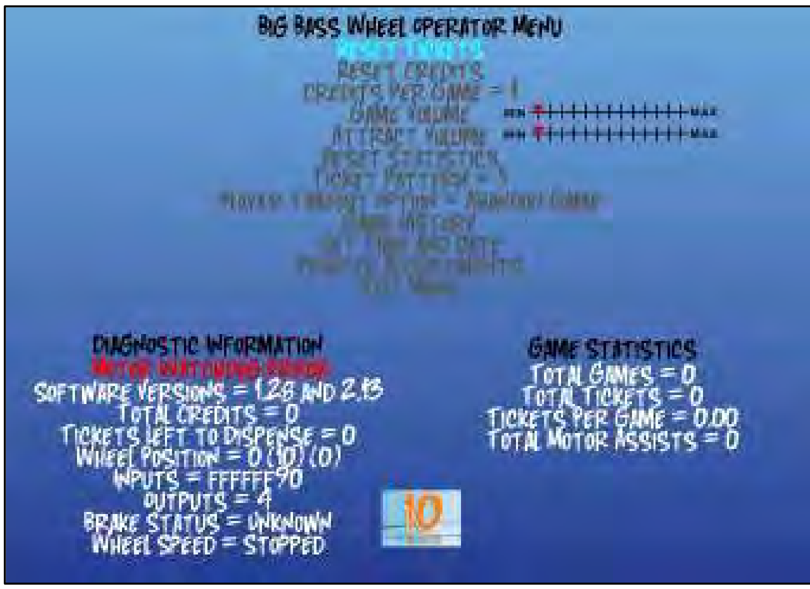
IF THE GAME GOES INTO ATTRACT MODE AND THE ENCODER SENSOR DOES NOT "SEE" THE WHEEL MOVING THE GAME WILL GIVE YOU AN ERROR SUGGESTING THE MOTOR IS NOT WORKING.





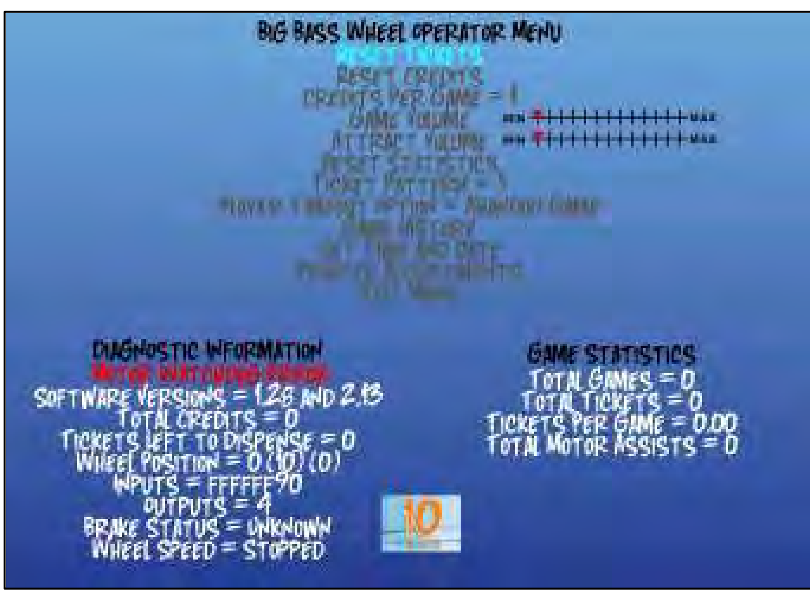
SOFTWARE VERSION

SHOWS THE CURRENT INSTALLED SOFTWARE VERSION NUMBERS



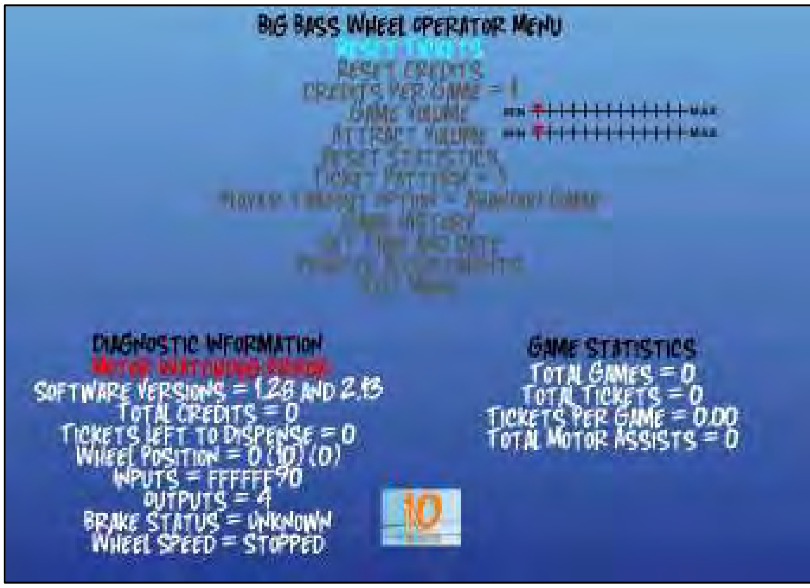
TOTAL CREDITS

SHOWS THE AMOUNT OF CREDITS IN QUEUE WAITING TO BE PLAYED.



TICKETS LEFT TO DISPENSE

SHOWS THE AMOUNT OF TICKETS THAT ARE WAITING TO BE DISPENSED.

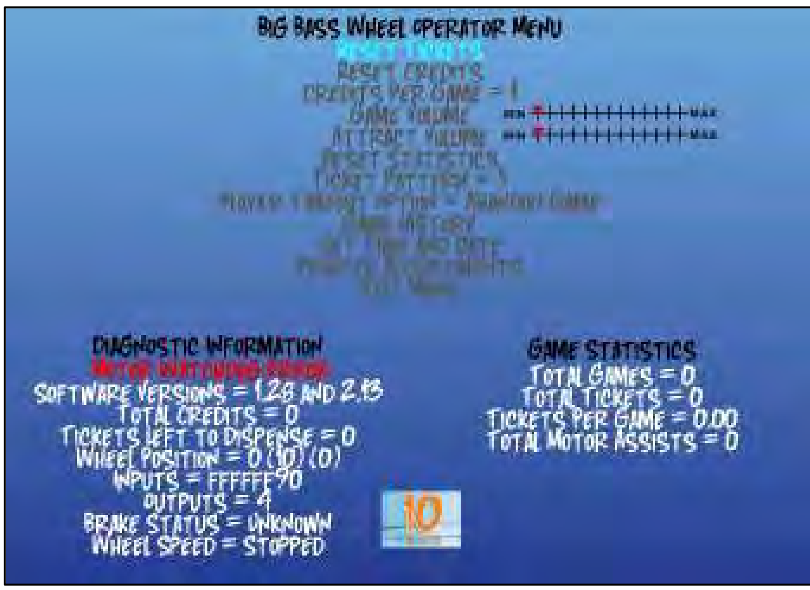


WHEEL POSITION

THE FIRST VALUE DISPLAYS THE ENCODER POSITION. 0-36

THE SECOND VALUE DISPLAYS THE TICKET VALUE THE ENCODER IS READING. IT SHOULD MATCH WHERE THE WHEEL IS PHYSICALLY.

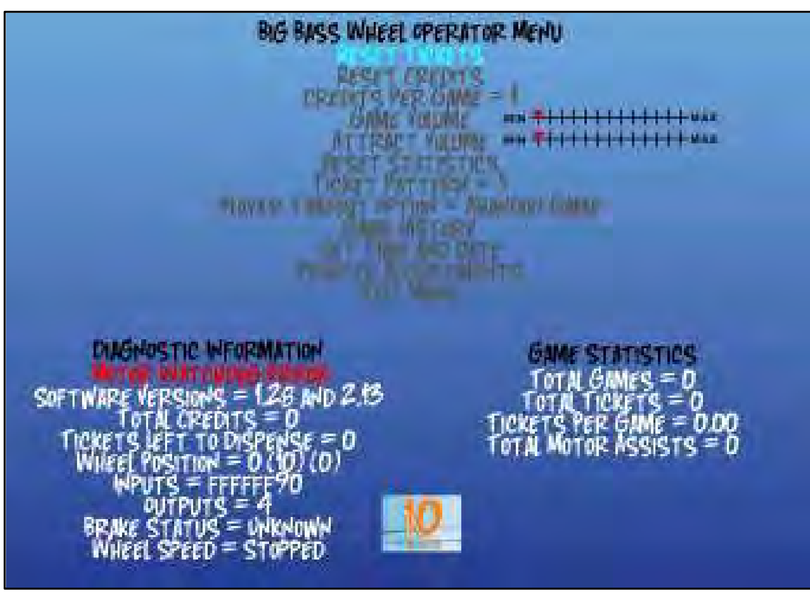
THE THIRD VALUE SHOWS THE NOTCH POSITION ON THE ENCODER WHEEL.
1=INSIDE THE NOTCH
0=OUTSIDE THE NOTCH



INPUTS

OUTPUTS

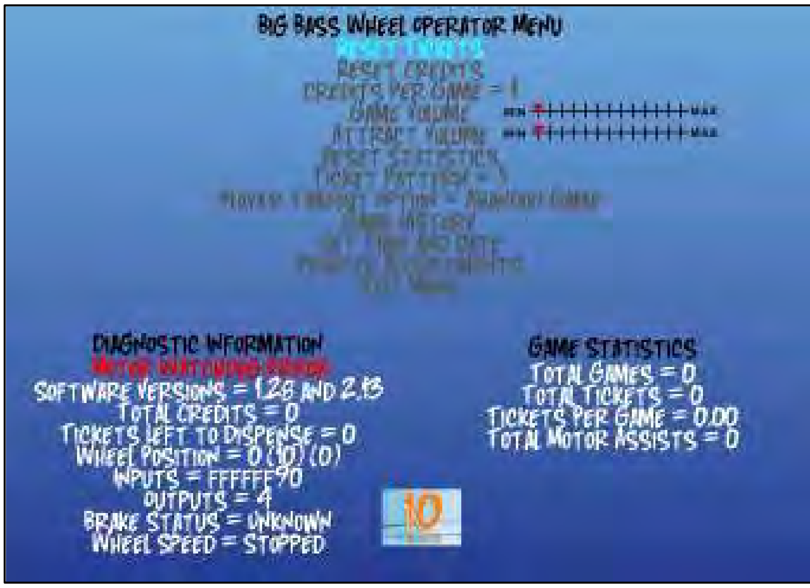
SHOWS THE QUANTITY OF VARIOUS BUTTON INPUTS AND MECHANICAL OUTPUTS



BRAKE STATUS

ALLOWS YOU TO CHECK YOUR BRAKE DURING THE MAINTENANCE CYCLE, SEE PAGE 55.

WHEEL SPEED

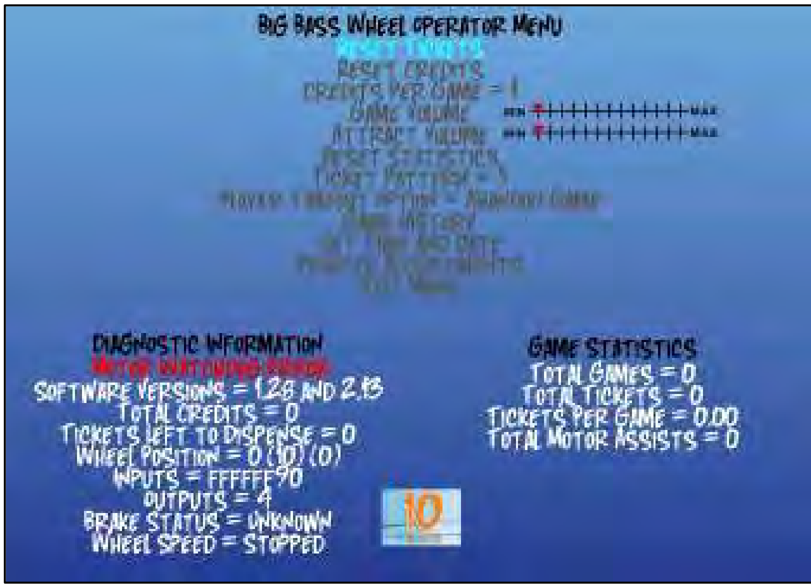


WHEEL SPEED

INDICATION ON HOW FAST THE WHEEL IS SPINNING IN MILLISECONDS MEASURED BETWEEN THE NOTCHES IN THE ENCODER WHEEL

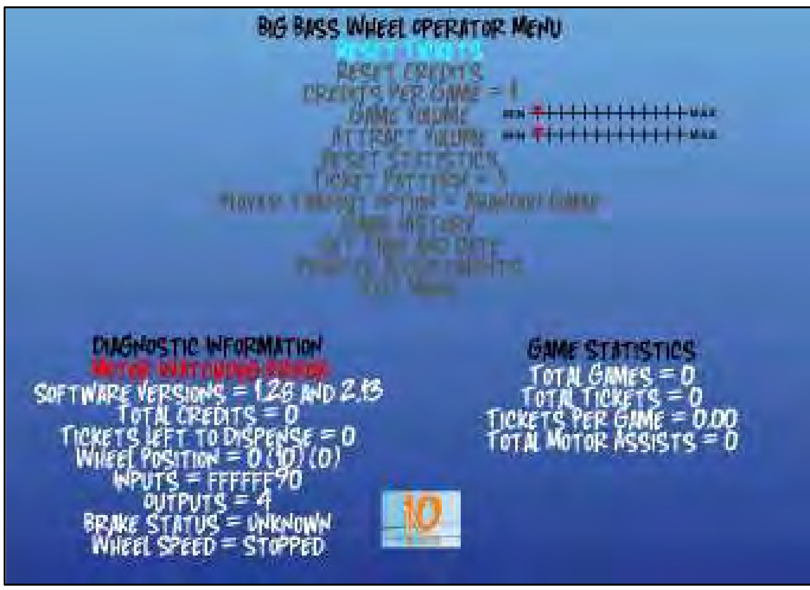
GAME STATISTICS

TOTAL GAMES -- TOTAL TICKETS -- TICKETS PER GAME



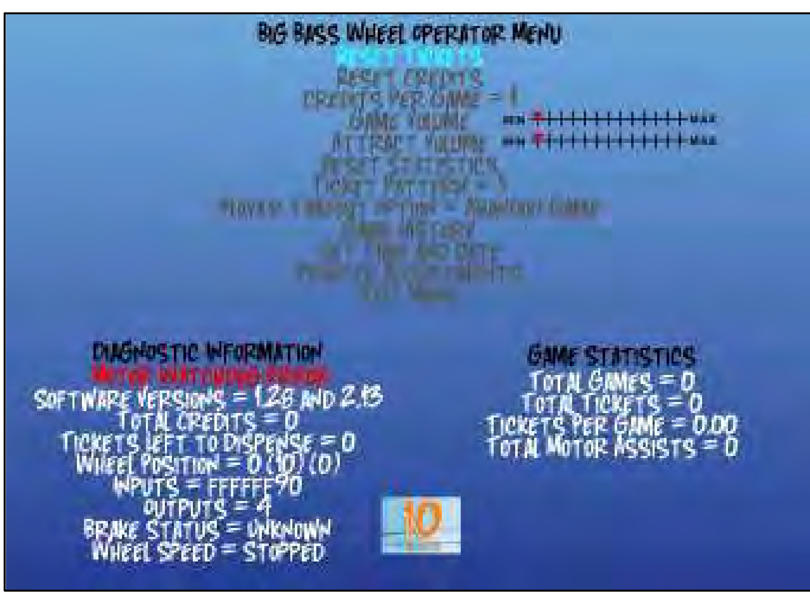
TOTAL GAMES

THIS WILL DISPLAY THE TOTAL NUMBER OF GAMES PLAYED SINCE THE STATISTICS WERE LAST CLEARED.



TOTAL TICKETS

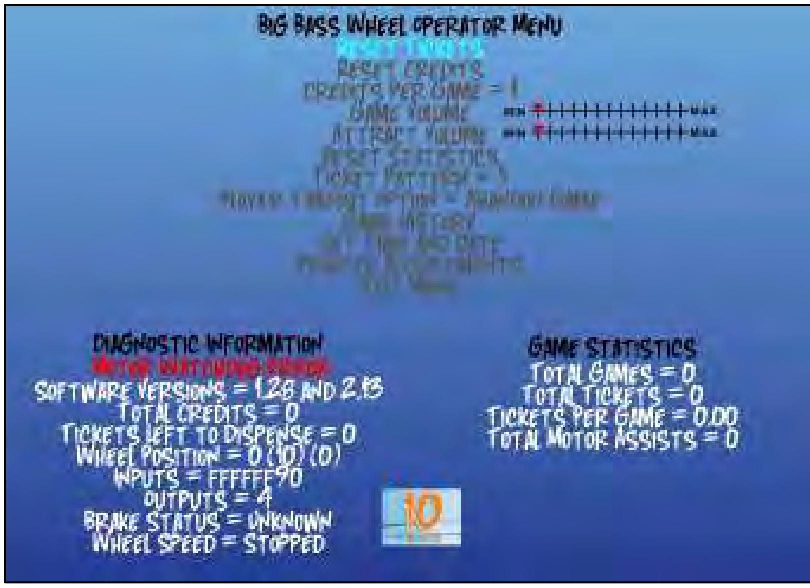
THIS WILL DISPLAY THE TOTAL NUMBER OF TICKETS DISPENSED SINCE THE STATISTICS WERE LAST CLEARED.



TICKETS PER GAME

THIS WILL DISPLAY AN AVERAGE OF TICKETS PAID PER GAME.

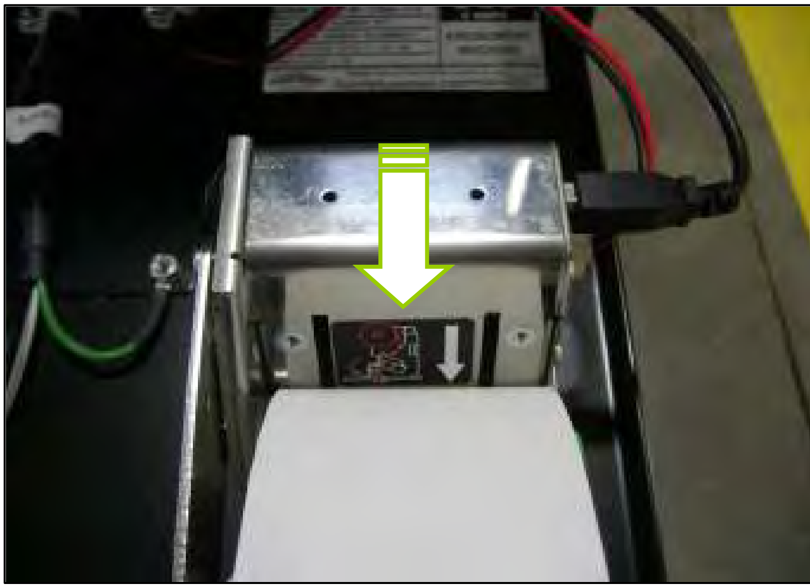
TOTAL MOTOR ASSISTS



<u>TOTAL MOTOR ASSISTS</u>

THIS WILL DISPLAY HOW MANY TIMES THE GAME HAD TO SPIN THE WHEEL FOR THE PLAYER.

ADDING PRINTER PAPER



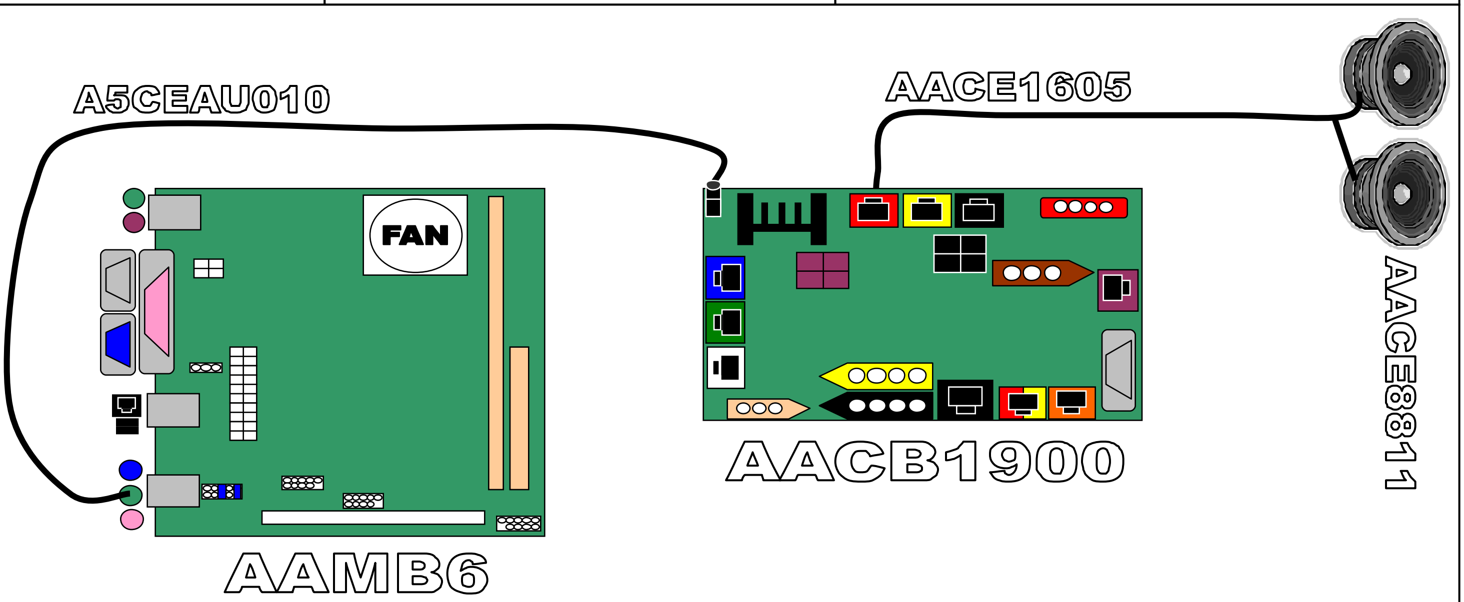
PLEASE SEE THE DIRECTIONS ON THE PRINTER.

TROUBLESHOOTING GUIDE

TROUBLESHOOTING STRATEGY

USE A SYSTEMATIC METHOD OF TROUBLESHOOTING TO DETERMINE THE EXACT PROBLEM, PROBABLE CAUSE, AND REMEDY. USE THE PROCESS OF ELIMINATION TO FIND THE FAULTY COMPONENT. ALWAYS CHECK FOR THE SIMPLE AND OBVIOUS CAUSES FIRST SUCH AS UNPLUGGED, LOOSE OR BROKEN WIRES, BAD SENSORS, BENT, PINCHED, STUCK, OR JAMMED COMPONENTS.

PROBLEM	PROBABLE CAUSE	REMEDY
NO POWER TO THE GAME. NO LIGHTS ON AT ALL.	A. GAME IS UNPLUGGED B. CIRCUIT BREAKER TRIPPED C. POWER STRIP FAULTY D. FAULTY CABLE/POWER SUPPLY	A. CHECK THE WALL OUTLET B. RESET THE POWER STRIP BREAKER SWITCH OR BUILDING CIRCUIT BREAKER C. CHANGE THE PLUG POSITION, REPLACE IF NEEDED. D. SEE "POWER SUPPLY DIAGNOSTIC" SECTION, PAGE 59.
NO AUDIO	A. VOLUME TOO LOW B. LOOSE WIRE C. FAULTY I/O BOARD D. FAULTY MOTHER BOARD	A. FOLLOW THE DIRECTIONS ON PAGE 19 TO ADJUST THE VOLUME. B. CHECK THE AUDIO CABLE (AACEAU010) CONNECTIONS FROM THE I/O BOARD TO THE MOTHER BOARD, SEE BELOW. C. REPLACE THE I/O BOARD (AACB1900). D. REPLACE THE MOTHER BOARD (AAMB6).

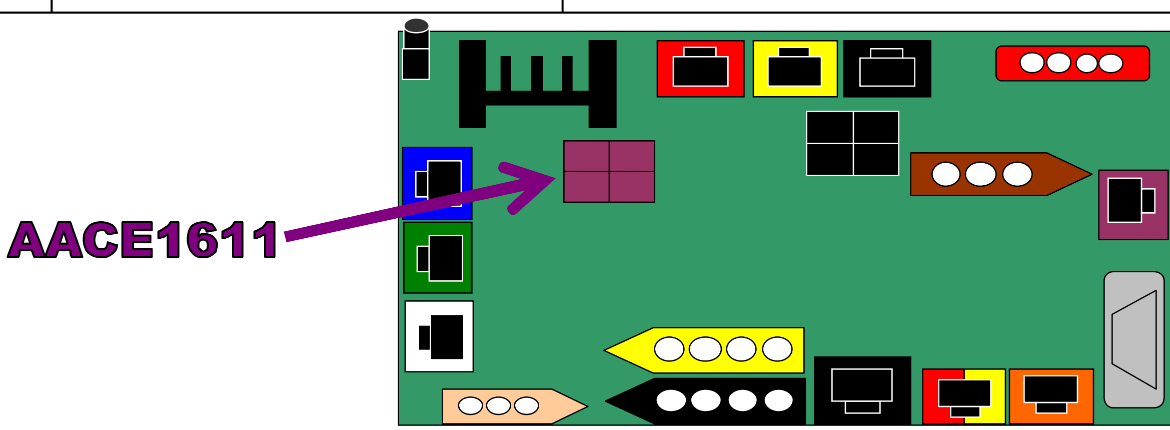


TROUBLESHOOTING GUIDE

PROBLEM		PROBABLE CAUSE	REMEDY
WHEEL LIGHTING NOT WORKING.	BOTH SIDES DO NOT LIGHT UP.	A. CABLE PROBLEM. B. THE LARGE POWER IN CABLE ON THE MOTHER BOARD MAY BE LOOSE. C. FAULTY POWER SUPPLY.	A. CHECK THE CONNECTIONS FROM THE (AACE1620) TO THE POWER SUPPLY (AACE1621). B. RE-SEAT CONNECTOR. C. SEE "POWER SUPPLY DIAGNOSTIC" SECTION, PAGE 59.
	ONE SIDE DOES NOT WORK.	A. CABLE PROBLEM. B. FAULTY LIGHT STRIP.	A. CHECK THE CABLES FROM THE LIGHT STRIF (AACE1622), JUMPER CABLE (AACE1620) TO THE POWER SUPPLY. B. REPLACE LIGHT STRIP (AACE1622).
	SOME LIGHTS DO NOT WORK.	A. FAULTY LIGHT STRIP.	A. REPLACE LIGHT STRIP (AACE1622)
DOLLAR BILL ACCEPTOR NOT WORKING.		A. ENSURE DOLLAR BILL ACCEPTOR HAS 110 VOLTS AC. B. DIRT OR DEBRIS IN ACCEPTOR SLOT. C. ENSURE DIP SWITCH IS SET TO "ALWAYS ENABLE". D. PINCHED, BROKEN, OR DISCONNECTED WIRES. E. ACCEPTOR PROBLEMS.	A. ACCEPTOR SHOULD CYCLE STACKER AT POWER UP. IF NOT, CHECK THE CABLE CONNECTIONS TO THE POWER STRIP. **CAUTION-110 VOLTS AC** B. CLEAN WITH THE BILL READING CARD (A5CC9000). C. CHECK THE DIPS ON THE ACCEPTOR, SET TO "ALWAYS ENABLE". D. CHECK THE WIRING FROM THE ACCEPTOR TO THE I/O BOARD. REPAIR OR REPLACE THE WIRE (AACE1611). E. REFER TO THE DBA MANUAL OR DECAL ON THE UNIT.

AACB1900

I/O BOARD



TROUBLESHOOTING GUIDE

<table>
<tr><th>PROBLEM</th><th></th><th>PROBABLE CAUSE</th><th>REMEDY</th></tr>
<tr><td rowspan="3">MONITOR NOT WORKING.

<u>FIRST TRY:</u>

POWER DOWN, WAIT 10 SECONDS, AND POWER UP AGAIN.</td><td>MONITOR DISPLAY, "NO SIGNAL" FOR 5 SECONDS AFTER POWER UP, THEN DARK.</td><td colspan="2">A. SMALL 12 VOLT POWER CONNECTOR UNPLUGGED ON MAIN BOARD.

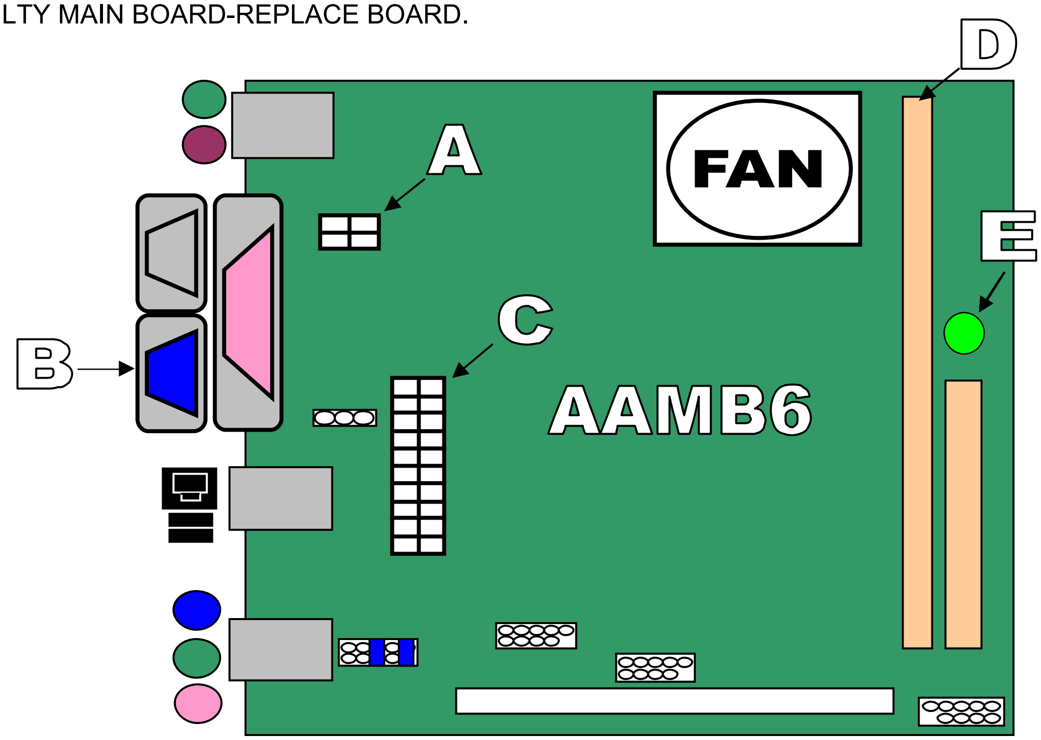
B. MONITOR VGA CABLE UNPLUGGED.

C. LARGE POWER CONNECTOR UNPLUGGED ON MAIN BOARD.

D. FAULTY OR LOOSE RAM.

E. FAULTY POWER SUPPLY-CHECK FOR 12 VOLTS AND GREEN LED ON MAIN BOARD. CHECK FOR THE FAN SPINNING.

F. FAULTY MAIN BOARD-REPLACE BOARD.


</td></tr>
<tr><td>MONITOR HAS NOTHING AT ALL AFTER POWER UP.</td><td>A. POWER CABLE UNPLUGGED FROM THE MONITOR.

B. FAULTY MONITOR.</td><td>A. ENSURE POWER IS PLUGGED INTO THE BACK OF THE MONITOR DOWN TO THE POWER STRIP.

B. REPLACE MONITOR (A5CBDI030).</td></tr>
<tr><td>ERROR ON SCREEN AFTER POWER UP.

(RE-BOOT GAME TO SEE IF THE PROBLEM REPEATS.)</td><td>A. DISPLAY STOPS AT "NO BOOTABLE DEVICE--INSERT BOOT DISK AND PRESS ANY KEY".

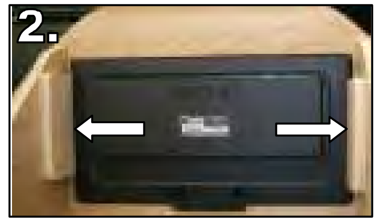
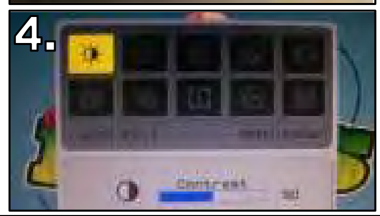
B. DISPLAY SHOWS "PUPPY VIDEO WIZARD" OR "Xorg".

C. DISPLAY SHOWS "KERNEL PANIC-UNABLE TO MOUNT ROOT".</td><td>A. FLASH DRIVE UNPLUGGED OR FAULTY.

B. GAME IS NOT RECOGNIZING MONITOR. ENSURE VGA CABLE IS SECURE TO THE I/O BOARD. REPLACE MONITOR (A5CBDI030).

C. FAULTY OR LOOSE RAM.</td></tr>
</table>

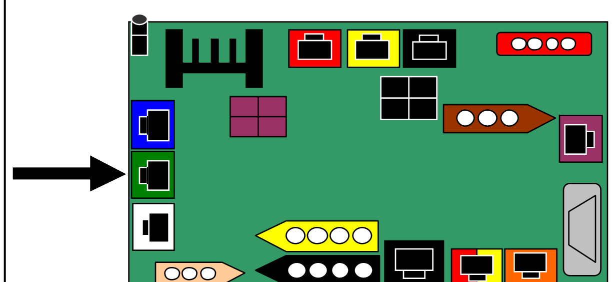
TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
MONITOR PROBLEMS. BLURRY, TOO BRIGHT, TOO DIM, ECT.	YOU WILL NEED TO REMOVE THE MONITOR FROM THE GAME, THEN YOU CAN ACCESS THE MONITOR CONTROL BUTTONS. 1. REMOVE THE FISH HEAD. 2. REMOVE THE TWO WOODEN BRACES BEHIND THE MONITOR. 3. TAKE THE MONITOR OUT OF THE WOODEN FRAME. 4. USE THE BUTTONS ON THE MONITOR TO ADJUST SETTINGS.	
THE GAME PLAYS, BUT SOME OF THE FUNCTIONS DO NOT WORK.	A. NONE OF THE INPUTS WORK. NO COIN-UP, TEST BUTTONS, DISPLAY MAY SAY '"DOOR OPEN". B. DISPLAY IS OK, BUT DOES NOT SHOW SOME SCREENS. NO VOLUME. C. GAME FREEZES OR LOCKS UP.	A. I/O SERIAL CABLE UNPLUGGED FROM I/O BOARD TO MOTHER BOARD. B. FLASH DRIVE LOOSE OR FAULTY. C. FAULTY RAM OR MOTHERBOARD.
GAME DOESN'T COIN UP.	A. ONE OF THE COIN SWITCHES IS JAMMED, OR HELD DOWN. B. SHORT IN COIN DOOR HARNESS. C. I/O SERIAL CABLE UNPLUGGED FROM I/O BOARD TO MOTHERBOARD. D. FAULTY I/O BOARD.	A. IF THE SWITCH IS "CLOSED" THE OTHER SWITCH WILL NOT WORK EITHER. B. UNPLUG WHITE SPADE CONNECTOR FROM THE DOOR AND JUMP BETWEEN WHITE AND BLACK WIRES TO SIMULATE COIN UP. C. ENSURE SERIAL CABLE IS TIGHT AND CONNECTED. REPLACE IF NEEDED (AACE1614). D. REPLACE I/O BOARD (AACB1900).

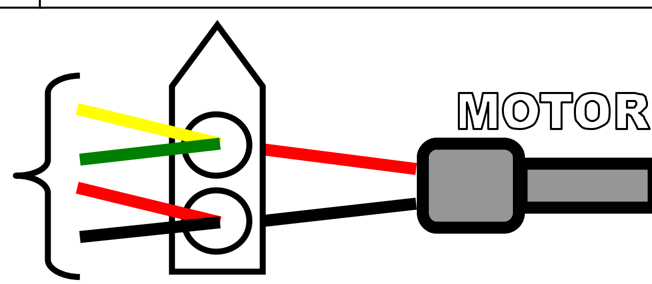
TROUBLESHOOTING GUIDE

PROBLEM	PROBABLE CAUSE	REMEDY
"LOW TICKETS" DISPLAYED ON THE MONITOR.	A. TICKET STACK NOT RESTING PROPERLY ON THE LOW TICKET SWITCHES. B. FAULTY LOW TICKET SWITCH. C. FAULTY WIRE OR CONNECTION. D. FAULTY I/O BOARD.	A. ADJUST THE TICKET STACK SO THEY HOLD THE SWITCH DOWN. B. REPLACE LOW TICKET SWITCH (A5SW200). C. CHECK FOR PROPER CONNECTION FROM THE SWITCH TO THE I/O BOARD. D. REPLACE I/O BOARD (AACB1900).

TROUBLESHOOTING GUIDE

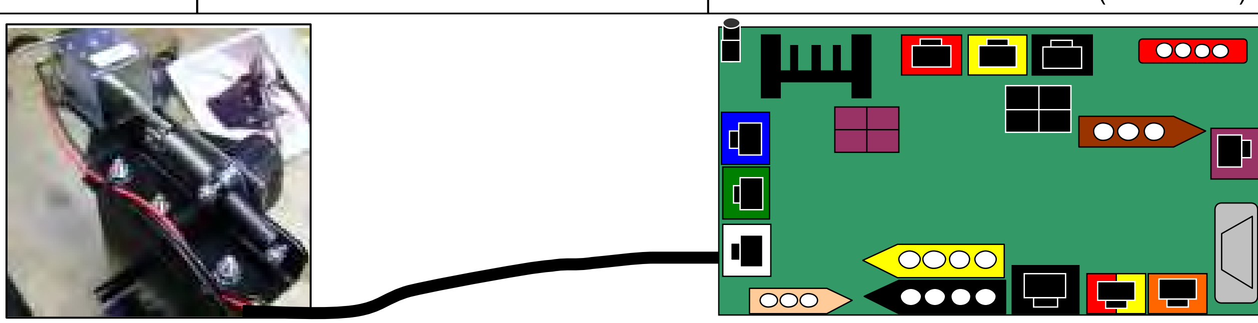
PROBLEM	PROBABLE CAUSE	REMEDY
MOTOR WILL NOT ASSIST THE SLOW SPIN THE GAME SHOULD ALWAYS TRY TO HELP A SLOW SPIN. IT MAY HELP THE SMALLER CHILDREN PLAY THE GAME. ATTRACT MODE: THE BIG SPINNING WHEEL MAY HELP ATTRACT PLAYERS TO THE GAME. IF NOT, THE REASONS CAN BE ANY ONE OF THESE PROBLEMS MAKING THE GAME GO TO "ABANDON GAME".	A. ENTER THE OPERATOR MENU, ENSURE THE GAME ISN'T SET TO "ABANDON GAME" UNDER THE PLAYER TIMEOUT OPTION. B. ENTER THE OPERATOR MENU, CHECK THE DIAGNOSTIC INFORMATION FOR THE "MOTOR WATCHDOG" ERROR. C. DOOR OPEN. D. FAULTY ENCODER SENSOR. E. AUTO SPIN CATCH IS BROKEN.  F. DRIVE CHAIN BROKEN. G. CABLE PROBLEM. H. I/O BOARD FAULTY. I. GAME IS SET TO "NEW JERSEY MODE".	A. CHANGE TO "MOTOR ASSIST". B. CHANGE "ABANDON GAME" TO "MOTOR ASSIST". TURN GAME OFF FOR 10 SECONDS, THEN BACK ON TO CLEAR THE ERROR. C. THE MOTOR ASSIST WILL NOT ENGAGE IF THE GAME THINKS A DOOR IS OPEN, CLOSE ALL DOORS. D. MOTOR ASSIST WILL TRY FOR 2 SECONDS, NOT "SEE" THE WHEEL TURNING, AND THEN DEACTIVATE. E. INSPECT MECHANISM ON THE LEFT SIDE. REPLACE SPRING IF NEEDED (A5SREX040). F. INSPECT DRIVE CHAIN THAT POWERS THE WHEEL. REPLACE IF NEEDED (A5CH1003). G. INSPECT THE CABLE FROM THE MOTOR TO THE I/O BOARD.  H. REPLACE I/O BOARD (AACB1900). I. NEW JERSEY LAW DOES NOT ALLOW THE WHEEL TO AUTO-SPIN FOR THE PLAYER.

MOTOR PROBLEMS
AS THE MOTOR STARTS, 5 VOLTS DC IS PRESENT AT THE CONNECTOR, IT BUILDS TO 12 VOLTS AS THE WHEEL GAINS SPEED.
TO I/O BOARD:
PHONE CABLES ARE DOUBLED UP FOR REDUNDANCY- MOTOR WILL STILL WORK WITH ONE WIRE OFF.

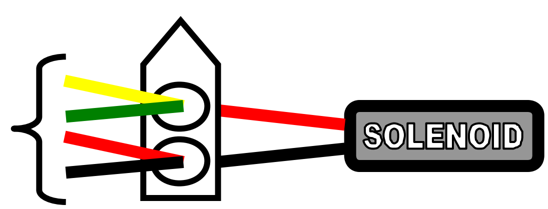


TROUBLESHOOTING GUIDE

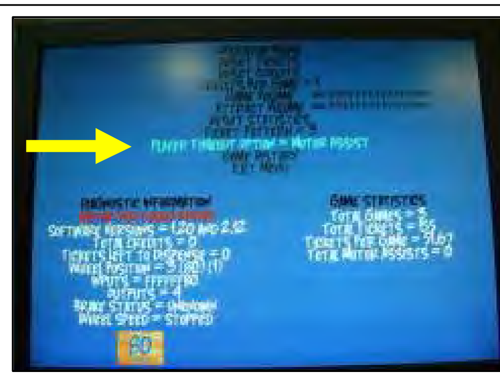
PROBLEM	PROBABLE CAUSE	REMEDY
THE WHEEL IS ALWAYS SPINNING.	A. BRAKE ASSEMBLY IS TOO LOOSE OR BROKEN. B. SOLENOID ASSEMBLY ON THE RIGHT SIDE OF THE WHEEL IS FAULTY OR BROKEN. AS A RESULT THE PLAYER CAN SPIN THE WHEEL WHENEVER. C. SPIN MOTOR GETS 12 VOLTS AT ALL TIMES. SPIN METER SCREEN STAYS ON. D. SPIN METER DOES NOT INCREASE. STAYS ON AUTO-SPIN.	A. SEE THE "BRAKE ADJUSTMENT" SECTION ON PAGE 54. B. SOLENOID SHOULD ONLY ENGAGE WHEN THE GAME IS COINED UP. SEE "WHEEL ENGAGING SOLENOID" SECTION. C. FAULTY I/O BOARD, REPLACE IF NEEDED (AACB1900). D. FAULTY ENCODER SENSOR. IT DOES NOT SEE THE WHEEL SPINNING. SEE THE "ENCODER SENSOR" SECTION.
SPIN METER NEVER INCREASES. ENCODER SENSOR NOT SEEING THE WHEEL SPIN.	A. ENCODER SENSOR DIRTY OR FAULTY. B. PINCHED, BROKEN, OR DISCONNECTED WIRES. C. FAULTY I/O BOARD.	A. CLEAN SENSOR, REPLACE IF NEEDED (AACB1901). B. INSPECT WIRING AND REPLACE CABLE IF NEEDED (AACE1608). C. REPLACE I/O BOARD (AACB1900).
WHEEL NOT SPINNING WHEN THE PLAYER MOVES THE HANDLE.	A. DOOR OPEN. B. SOLENOID ASSEMBLY FAULTY. C. CABLE PROBLEM. D. FAULTY I/O BOARD.	A. WHEEL WILL NOT ENGAGE IF THE GAME THINKS A DOOR IS OPEN. CLOSE ALL DOORS. B. INSPECT THE MECHANISM IN THE RIGHT SIDE DOOR. INSPECT THE SPRINGS AND ENGAGING ACTION. REPLACE IF NEEDED (AASO4150). C. INSPECT THE CABLE FROM THE SOLENOID TO THE I/O BOARD. D. REPLACE I/O BOARD (AACB1900).



SOLENOID PROBLEMS
AS THE GAME STARTS, 12 VOLTS DC IS PRESENT AT THE SOLENOID.
TO I/O BOARD:
PHONE CABLES ARE DOUBLED UP FOR REDUNDANCY-SOLENOID WILL STILL WORK WITH ONE WIRE OFF.

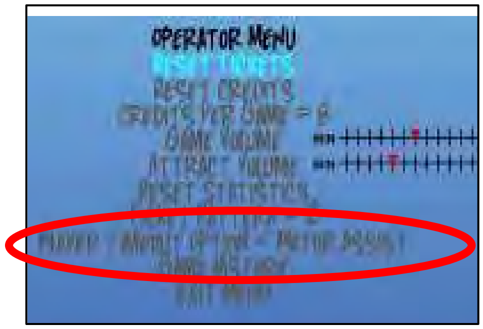


TROUBLESHOOTING GUIDE-SCORING ISSUES

PROBLEM	PROBABLE CAUSE	REMEDY
SOLENOID ALWAYS STAYS ON. PLAYERS CAN SPIN THE WHEEL WITHOUT COINING UP. DURING ATTRACT MODE THE GAME WILL MAKE A LOUD CLICKING SOUND AS THE WHEEL SPINS.	A. JAMMED SOLENOID. B. MISSING OR BROKEN SPRINGS. C. PINCHED CABLE. D. FAULTY I/O BOARD.	A. INSPECT SOLENOID, ENSURE IT WORKS PROPERLY. B. LOOK FOR MISSING SPRINGS. REPLACE ASSEMBLY IF NEEDED (AASO1450). C. INSPECT PHONE CABLES. D. REPLACE I/O BOARD (AACB1900).
PHYSICAL METERS DO NOT WORK. (THERE ARE LOCATED BEHIND THE LEFT FRONT DOOR.)	A. TICKET METER SHOULD "CLICK" AS TICKETS ARE BEING DISPENSED. B. GAMES METER SHOULD "CLICK" AS GAMES ARE STARTED. C. FAULTY I/O BOARD.	A. WATCH AS THE TICKETS DISPENSE, REPLACE COUNTERS IF NEEDED (AACO1000). B. WATCH AS THE NEXT GAME STARTS, REPLACE COUNTERS IF NEEDED (AACO1000). C. REPLACE I/O BOARD (AACB1900).
MONITOR SHOWS "OUT OF ORDER-DOOR OPEN".	A. ONE OR MORE OF THE DOORS ARE OPEN. B. FAULTY DOOR LIMIT SWITCH. C. I/O SERIAL CABLE UNPLUGGED. D. FAULTY I/O BOARD.	A. REFER TO THE "DOOR OPEN" SECTION. B. REPLACE THE LIMIT SWITCH (A5SW7000). C. INSPECT AND RE-SEAT SERIAL CABLE FROM THE MOTHERBOARD TO THE I/O BOARD. D. REPLACE I/O BOARD (AACB1900).
MOTOR WATCHDOG ERROR.	A. ENCODER SENSOR FAULTY. B. FAULTY MOTOR.	A. CLEAN ENCODER SENSOR ON THE LEFT SIDE OF THE WHEEL. B. REFER TO THE "MOTOR WILL NOT ASSIST" SECTION ON PAGE 43.
	AFTER THE PROBLEM IS FOUND AND FIXED: 1. ENTER THE OPERATOR MENU AND ENSURE THE PLAYER TIME OUT IS SET TO "MOTOR ASSIST". 2. TURN GAME OFF, THEN BACK ON, COIN UP BUT DO NOT SPIN THE WHEEL. LET THE GAME SPIN WHEEL. 3. ENTER THE MENU AND VERIFY THE "MOTOR WATCHDOG" ERROR IS NOT PRESENT.	

TROUBLESHOOTING GUIDE - SCORING ISSUES

PROBLEM	REMEDY
A. GAME SAYS YOU WON TICKETS EVEN THOUGH WHEEL IS STILL SPINNING. B. GAME GIVES TICKETS AS SOON AS MONEY IS INSERTED DURING ATTRACT MODE. C. GAME ENDS AFTER A SLOW SPIN, AND GIVES NO TICKETS.	A. WEAK ENCODER SENSOR. REPLACE SENSOR (AACB1901). B. ATTRACT MODE SPINNING WHEEL SHOULD SLOW DOWN ENOUGH SO IT WILL NOT TRIGGER A WIN. TIGHTEN BRAKE, SEE PAGE 55. C. MOTOR ASSIST SHOULD SPIN WHEEL FOR SLOW SPINS. CHECK THE MENU, PAGE 24, ENSURE THE "ABANDON GAME" OPTION ISN'T SELECTED.



TROUBLESHOOTING GUIDE - SCORING ISSUES

PROBLEM	REMEDY

OPEN LEFT FRONT DOOR AND PRESS THE "MENU BUTTON" TO ENTER THE OPERATOR MENU. CHECK VALUE ON THE MONITOR AGAINST WHERE THE WHEEL IS.

IF THE VALUES DO MATCH (FIG. 1):

1. LOOK FOR THE "MOTOR WATCHDOG ERROR". SEE PAGE 31.

2. ENCODER SENSOR NOT READING PROPERLY. GO TO THE "ENCODER WHEEL SENSOR", PAGE 53, TO ADJUST. REPLACE IF NEEDED (AACB1901).

IF THEY DO NOT MATCH (FIG. 2):

MANUALLY SPIN THE WHEEL ONE COMPLETE REVOLUTION TO ENSURE THE HOME SENSOR IS BEING READ. **IMPORTANT: ALWAYS SPIN DOWNWARDS!**

ENCODER SENSOR SIGNAL NOT REACHING I/O BOARD

1. CHECK THE CABLE FROM ENCODER SENSOR TO I/O BOARD (AACE1616) (FIG. 3).

2. GO TO "WHEEL ENCODER SENSOR", SEE PAGE 53, TO ADJUST THE SENSOR. REPLACE SENSOR IF NEEDED (AACB1901).

3. REPLACE I/O BOARD (AACB1900).

FIG. 1

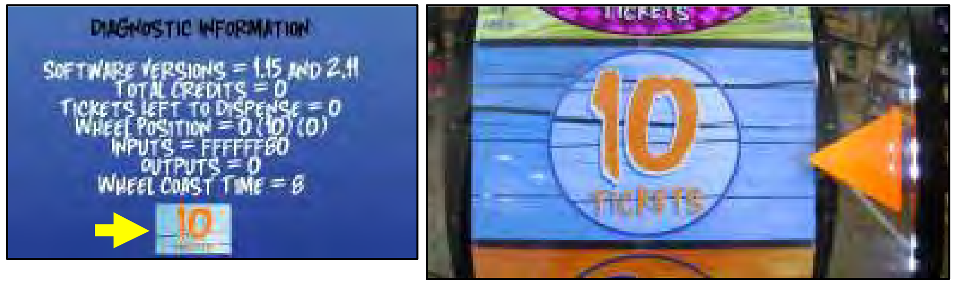


FIG. 2

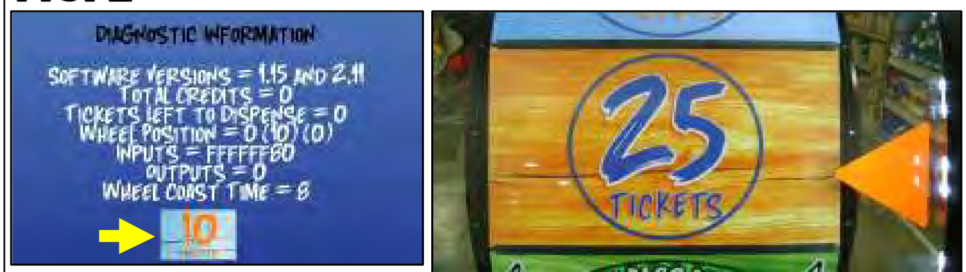
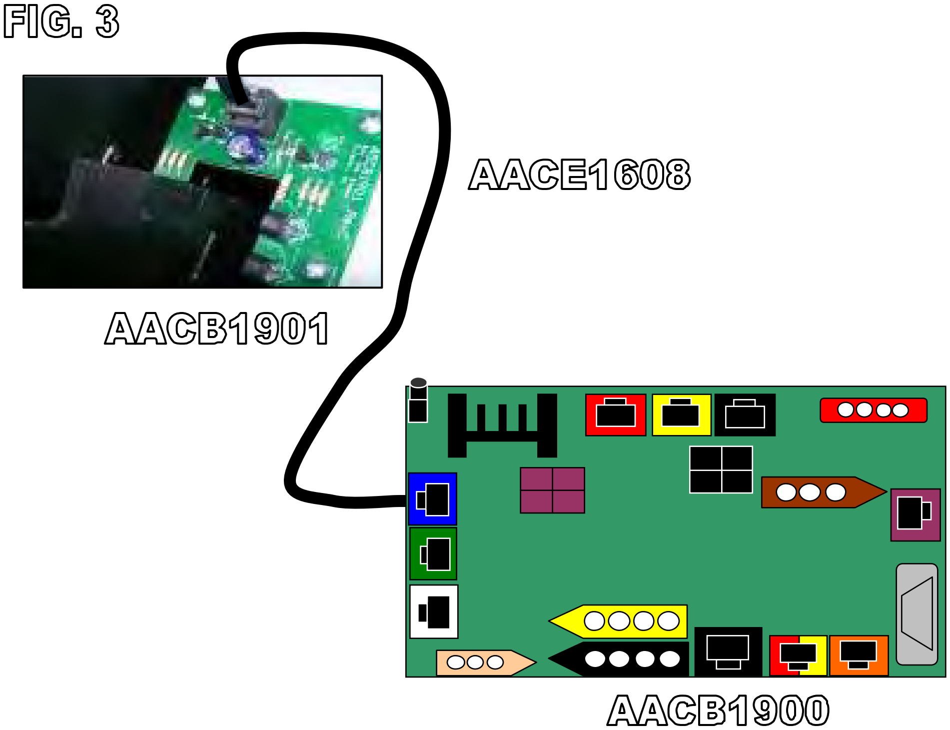


FIG. 3



TROUBLESHOOTING GUIDE - SCORING ISSUES

PROBLEM	PROBABLE CAUSE	REMEDY
GAME PAYS 10 OR 75 TICKETS EVERY GAME.	A. THE ENCODER SENSOR ALWAYS "SEE'S" THE HOME POSITION. B. ENCODER SENSOR SIGNAL NOT REACHING THE I/O BOARD.	A. IF EITHER GREEN LED ON THE SENSOR IS ALWAYS "ON" AS YOU SPIN THE WHEEL- REPLACE THE ENCODER SENSOR (AACB1901). B. CHECK THE (AACE1616) CABLE AT THE SENSOR AND I/O BOARD. REPLACE SENSOR OR I/O BOARD (AACE1616) OR (AACB1900).
TICKETS NOT DISPENSING FROM EITHER DISPENSER.	A. VERIFY THAT THE GAME IS REGISTERING A WIN. B. ENSURE "DOOR OPEN" IS NOT ON THE MONITOR. C. FAULTY WIRES FROM THE DISPENSERS TO THE I/O BOARD. D. FAULTY I/O BOARD.	A. MONITOR WILL DISPLAY THE TICKET VALUE WON. IF NOT, PLEASE SEE THE "WHEEL SENSOR TROUBLESHOOTING" SECTION. B. GAME WILL NOT DISPENSE WITH ANY DOOR OPEN. C. INSPECT WIRES IN THE I/O BOARD. D. REPLACE I/O BOARD (AACB1900).
ONE TICKET DISPENSER IS WORKING BUT THE OTHER ISN'T.	A. MORE THAN 5 TICKETS TO DISPENSE? B. FAULTY CABLE FROM DISPENSER TO I/O BOARD. C. SWAP CABLES ON I/O BOARD TO VERIFY FAULTY I/O BOARD.	A. IF THE GAME HAS LESS THAN 5 TICKETS TO DISPENSE, ONLY ONE DISPENSER WILL WORK. B. INSPECT WIRES AS THEY PLUG INTO THE I/C BOARD. C. IF YOU DISCOVER A FAULTY SOCKET, REPLACE I/O BOARD (AACB1900).

TROUBLESHOOTING GUIDE - SCORING ISSUES

PROBLEM		PROBABLE CAUSE	REMEDY
WRONG TICKET AMOUNT DISPENSED CHECK FOR THE CORRECT AMOUNT OF TICKETS SHOWN ON THE MONITOR.	MONITOR SHOWING DIFFERENT TICKET WIN.	A. INCORRECT TICKET PATTERN SELECTED. B. WHEEL POSITION NOT BEING READ CORRECTLY.	A. ENTER THE OPERATOR MENU AND VERIFY THE PATTERN. B. REFER TO THE "ENCODER SENSOR DIAGNOSTIC" SECTION.
WRONG TICKET AMOUNT DISPENSED CHECK FOR THE CORRECT AMOUNT OF TICKETS SHOWN ON THE MONITOR.	MONITOR SHOWING CORRECT TICKET WIN.	A. DISCONNECTED, LOOSE, OR BROKEN WIRES. B. OPTO SENSOR ON THE TICKET DISPENSER IS DIRTY, PLEASE SEE THE BLUE PAGES AT THE END OF THE MANUAL. C. FAULTY TICKET DISPENSER. D. NOTCH ON TICKETS CUT TOO SHALLOW.	A. CHECK CONNECTIONS. CHECK FOR CONTINUITY. B. BLOW DUST FROM THE SENSOR AND CLEAN WITH ISOPROPYL ALCOHOL, PLEASE SEE THE BLUE PAGES AT THE END OF THIS MANUAL. C. REPLACE THE DISPENSER WITH A WORKING ONE TO ISOLATE THE PROBLEM. REPLACE DISPENSER. D. FLIP THE TICKET PACK AND LOAD IN UPSIDE DOWN SO THE LARGER NOTCH IS TOWARD THE SENSOR.

SOFTWARE UPGRADE LOG

If you replace the software in your game it is recommended that you note the changes made. Below is a chart you can use to track software upgrades.

DATE	CHIP	VERSION INSTALLED	REASON FOR CHANGE	INTL.

DOOR OPEN ERROR

THIS IS A SAFETY MATTER AND THE LIMIT SWITCHES MUST NOT BE DISABLED OR INJURY MAY OCCUR.
THERE ARE 5 LIMIT SWITCHES:
1 IN THE BACK DOOR, 1 IN THE LEFT SIDE DOOR, 1 IN THE RIGHT SIDE DOOR, 1 IN THE RIGHT FRONT DOOR, AND 1 IN THE LEFT FRONT DOOR.

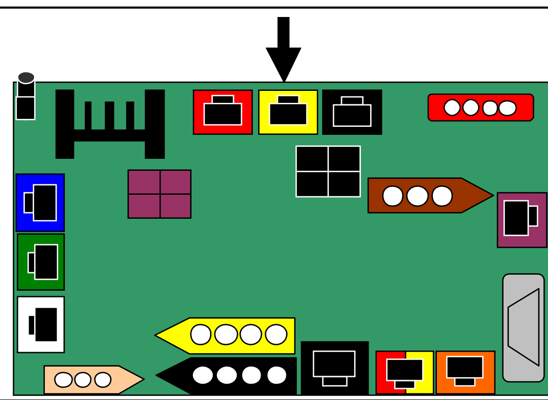
WHAT HAPPENS IF A DOOR IS OPEN?
-TICKETS WILL NOT DISPENSE
-GAME WILL NOT START
-AUTO-SPIN WILL NOT ENGAGE
-PLAYER CAN NOT SPIN THE WHEEL

HANDLE WILL STILL MOVE THE SOLENOID ASSEMBLY - MAKE SURE TO REMOVE THE HANDLE WHEN SERVICING THE GAME.

OPEN ALL 5 DOORS AND PULL ALL 5 SWITCHES OUT.	DOOR OPEN MESSAGE STAYS "ON".	A. FAULTY DOOR SWITCH (A5SW7000) B. CHECK ALL SWITCH WIRES, SEE THE NEXT PAGE. C. CHECK WIRE CRIMPS. D. CHECK THE CONNECTION ON THE I/O BOARD, SEE BELOW. E. REPLACE I/O BOARD (AACB1900)
	DOOR OPEN MESSAGE CLEARS.	A. INDIVIDUALLY CHECK EACH SWITCH BY PUSHING IN EACH DOOR AND VERIFYING THE DOOR OPEN MESSAGE IS NOT ON THE DISPLAY. B. IF A DOOR SWITCH TRIGGERS THE MESSAGE WHEN PUSHED IN, THAT SWITCH IS FAULTY. REPLACE (A5SW7000).

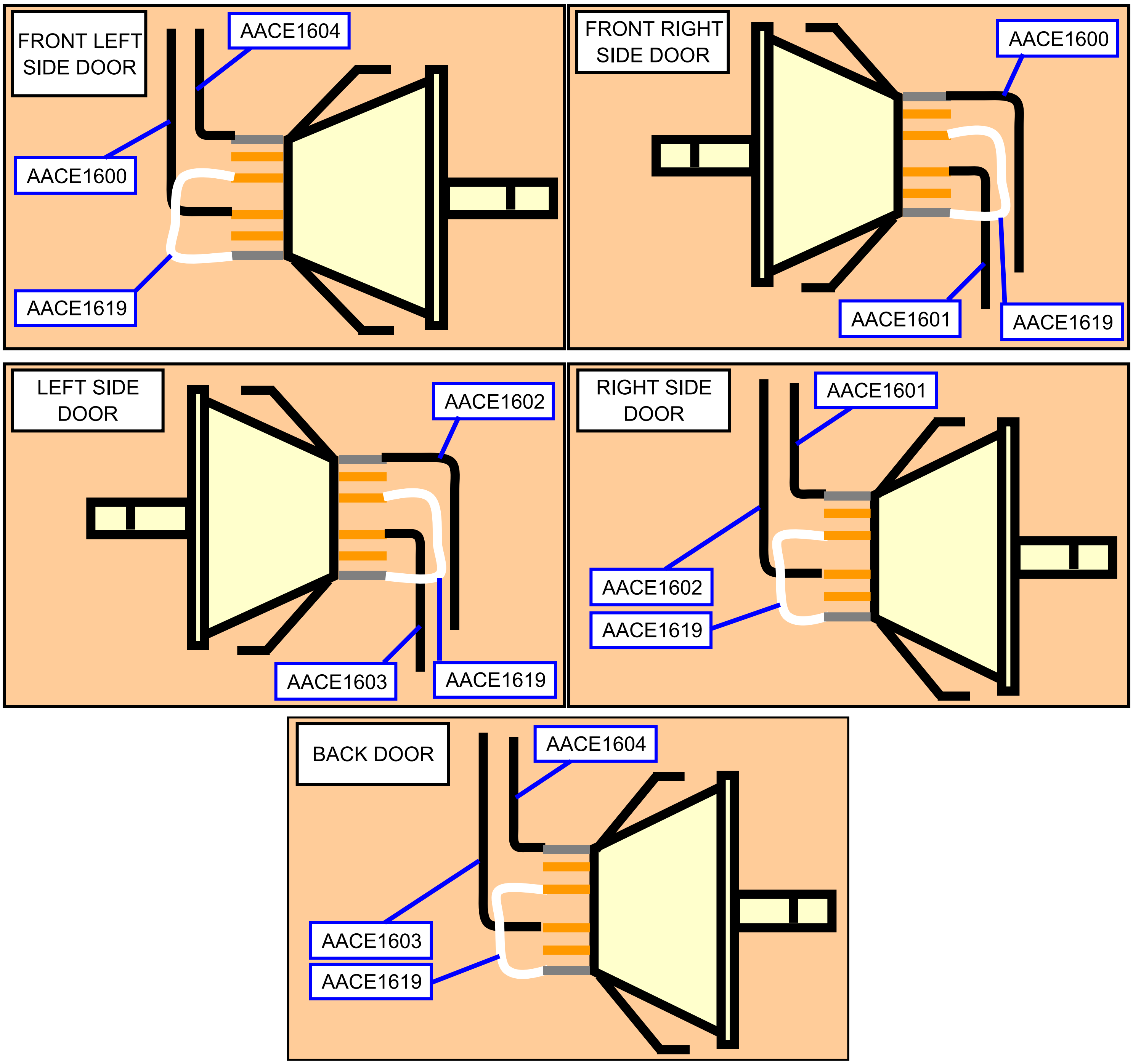
AACB1900

I/O BOARD



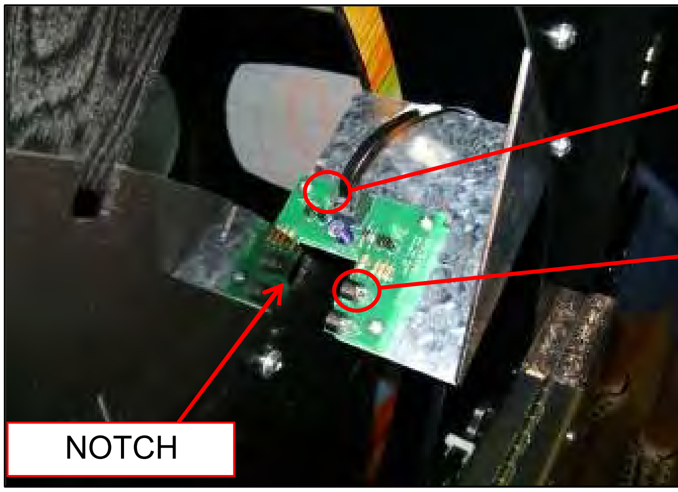
LIMIT SWITCH MAP

DOOR LIMIT SWITCHES ARE THE PULL/PUSH TYPE. THE SWITCH CAN BE PULLED OUT SO THE GAME THINKS THE DOOR IS CLOSED AND WILL FUNCTION NORMALLY.
WE DON'T RECOMMEND DOING THIS UNLESS IT'S NECESSARY FOR REPAIR OR MAINTENANCE.



ENCODER WHEEL SENSOR

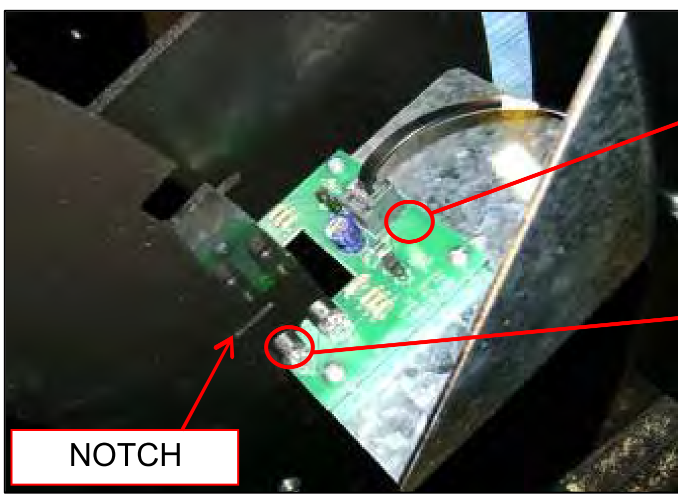
THE ENCODER SENSOR TELLS WHERE THE WHEEL IS AND DETERMINES THE PAYOUT OF THE WHEEL. THE SENSOR "SEES" THE THIN SLOTS ON THE ENCODER WHEEL AS BOUNDARIES BETWEEN THE LARGE SCORE PANELS. IT ALSO "SEES" THE LARGE SLOTS AS HIGH SCORE VALUES IN THE MIDDLE OF THE SCORE PANEL.
AS THE WHEEL SPINS, THE GREEN LED COMES ON AS THE NEXT SCORE PANEL STARTS.



GREEN LED

WHEEL ENCODER SENSOR (AACB1901) IS MOUNTED SO THE TOP SENSOR READS THE OUTSIDE CUT-OUT NOTCH.

HOME POSITION SENSOR.
THE HOME POSITION SENSOR IS ON THE SAME BOARD AND THE GREEN LED LIGHTS UP AS IT READS A NOTCH IN THE ENCODER WHEEL TO CALIBRATE THE HOME POSITION.



GREEN LED

THE LOWER SENSOR READS THE 1 HOME POSITION NOTCH ON THE ENCODER WHEEL.

ADJUSTING THE ENCODER WHEEL SENSOR

THE ORANGE ARROW POINTER WILL SHOW THE PLAYER WHICH TICKET VALUE THEY HAVE WON.

PLEASE NOTE: THERE IS A 1/2 INCH BUFFER ZONE BETWEEN SCORE PANELS THAT PROVIDES A SMALL MARGIN OF ERROR. THIS ZONE IS ALSO PRESENT ON THE BIG BONUS VALUES.
IT ALLOWS A BIG BONUS VALUE TO SCORE EVEN THOUGH THE ORANGE POINTER MAY BE SLIGHTLY ABOVE OR BELOW THE DECAL ON THE WHEEL.

CHECK THE WHEEL POSITION:

1. OPEN THE FRONT DOORS AND UNLOCK THE 2 CLASP'S HOLDING THE FRONT WINDOW IN, FIG. 1.

2. THE FRONT WINDOW WILL NOW SLIDE UP LIKE A ROLL-TOP DESK.

3. PUSH THE MENU BUTTON TO ACCESS THE OPERATOR MENU.

4. CHECK THE VALUE ON THE SCREEN, IT SHOULD MATCH THE VALUE THE ORANGE POINTER IS ON, FIG. 2.

5. WATCH THE DISPLAY AS YOU MANUALLY TURN THE WHEEL DOWNWARDS. YOU MAY NEED TO GO A FULL REVOLUTION SO THE GAME CAN FIND THE HOME POSITION. SPIN THE WHEEL BY HAND, AS THE DISPLAY CHANGES IT SHOULD MATCH WHERE THE WHEEL POINTER IS AT THAT TIME.

FIG. 1

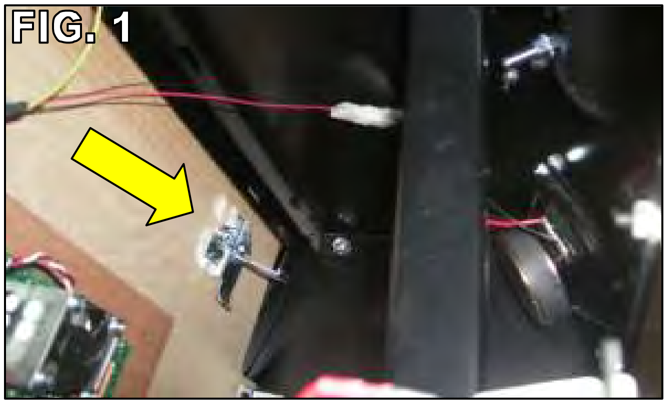
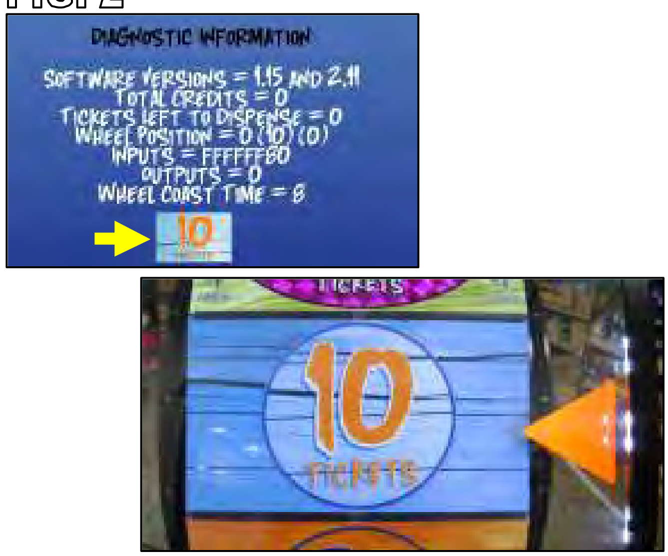


FIG. 2



ADJUSTING THE ENCODER WHEEL SENSOR

6. SLOWLY ROTATE THE WHEEL AS IT APPROACHES A BONUS SECTION. WATCH THE DISPLAY AS IT TURNS TO A "4", THEN SLOWLY MOVE THE WHEEL DOWN. STOP THE WHEEL AS SOON AS THE DISPLAY CHANGES TO THE BONUS VALUE.

7. LOOK AT THE ORANGE POINTER AND VERIFY THAT IT IS ON THE BOUNDARY BETWEEN THE "4" SPACE AND THE BONUS VALUE.

IF THE POINTER IS MORE THAN 1/2 INCH OFF:

A. OPEN THE LEFT SIDE DOOR

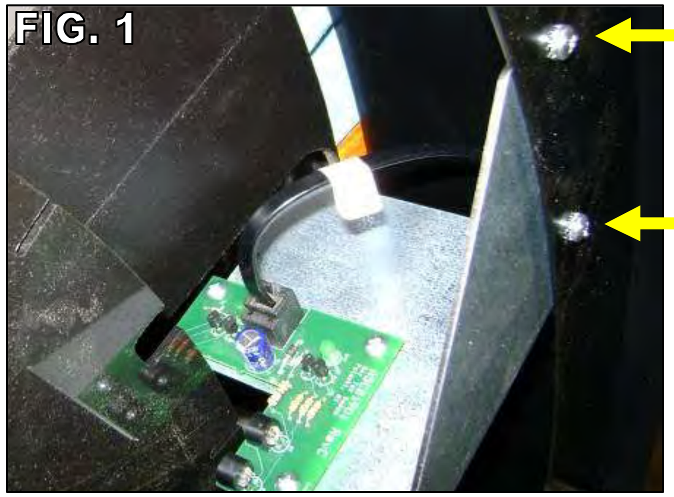
B. LOCATE THE TWO PHILLIPS HEAD SCREWS ON THE SENSOR BRACKET, FIG. 1.

C. THERE ARE SLOTS ON THIS BRACKET TO ALLOW FOR ADJUSTMENT.

D. LOOSEN THE TWO SCREWS TO SLIDE THE BRACKET.

E. RE-TIGHTEN THE SCREWS AND RE-CHECK THE WHEEL POSITION. REPEAT THIS PROCESS IF NECESSARY UNTIL THE POINTER LINES UP CORRECTLY.

FIG. 1



BRAKE ADJUSTMENT

WHEEL COAST TIME IS A NUMBER RELATED TO HOW LONG THE WHEEL SPINS AS IT COASTS TO A STOP.
A LONG COAST TIME WILL INCREASE THE TIME PER GAME, AND THE CUSTOMERS WILL WAIT TOO LONG TO PLAY A GAME.
THE HIGHER A NUMBER DISPLAYED, THE FASTER THE WHEEL GOES.
THE WHEEL COAST TIME SHOULD BE BETWEEN 30-40.

YOU MAY WANT TO ADJUST THIS NUMBER PERIODICALLY TO PREVENT THE SKILLED PLAYER FROM MEMORIZING THE COAST TIME AND WINNING BONUS AFTER BONUS.

PERFORMING A WHEEL COAST TEST

COIN UP THE GAME AND GIVE IT A REALLY GOOD SPIN.
WHILE THE WHEEL IS SPINNING, OPEN THE LEFT DOOR AND PRESS THE MENU BUTTON. WATCH THE DISPLAY AS THE WHEEL SPINS - THE DISPLAY WILL SHOW "GOOD SPIN" AS THE WHEEL SPINS.

ONCE THE WHEEL STOPS, THE DISPLAY WILL SHOW ONE OF THREE THINGS:
-BRAKE OK
-TIGHTEN BRAKE
-LOOSEN BRAKE

TO ADJUST THE BRAKE ASSEMBLY PLEASE SEE THE FOLLOWING PAGE.

ADJUSTING THE BRAKE

1. IF THE BRAKE NEEDS ADJUSTING, OPEN THE LEFT SIDE DOOR, SEE FIG 1.

2. YOU WILL SEE TWO SPRING LOADED BOLTS COMING UP FROM THE BRAKE.

3. PULL EACH BOLT UP AND SPIN THE
LOCK-NUT TO ADJUST.
YOU ONLY NEED TO DO 2 REVOLUTIONS TO ALTER THE PRESSURE.

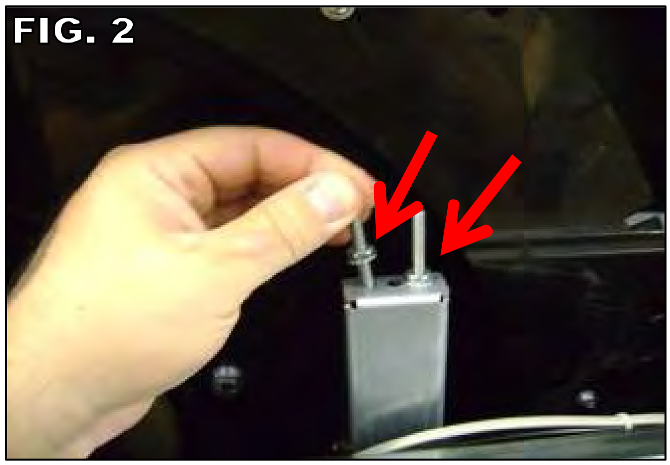
YOU MUST SPIN BOTH LOCK-NUTS EQUALLY.
"TIGHTEN BRAKE": DOWN
"LOOSEN BRAKE": UP
SEE FIG 2.

4. RE-SPIN TO CHECK THE BRAKE AFTER ADJUSTMENT.

FIG. 1

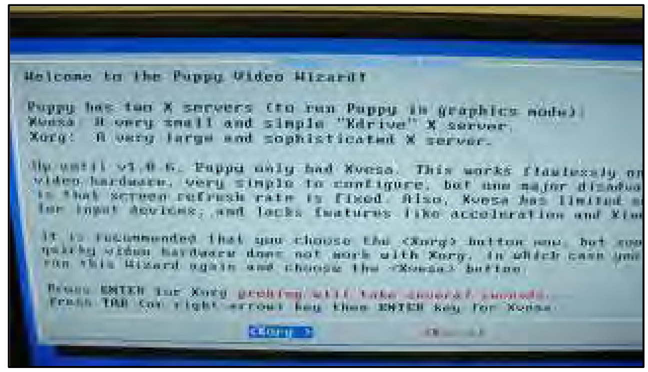


FIG. 2



PUPPY VIDEO WIZARD ERROR

If the monitor has been changed, or game loses monitor settings,
This screen will come up on power up.
The settings will have to be re-saved.



1.) Plug a PS/2 keyboard into the keyboard port of the motherboard. (purple colored port)

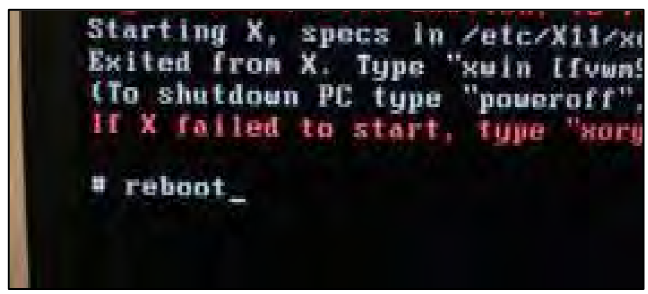
2.) Push “Enter” on the initial XORG screen.

3.) Make sure 1024x768x16 is selected. Push “Enter” on the video resolution screen.

4.) The game software should now startup. Wait about 10 seconds and push Q on the keyboard.

5.) At the black screen with red and white text, type REBOOT and press “Enter”.

6.) The game should save the video settings. The game software should now start normally.



REMOVING THE HANDLE

THE HANDLE IS DESIGNED TO BE REMOVED FROM THE GAME.
THIS WILL ALLOW A TECHNICIAN TO WORK ON THE SOLENOID ASSEMBLY WITH A REDUCED CHANCE OF ACCIDENTAL INJURY.

TOOLS NEEDED:
1/2 INCH SOCKET
1/2 WRENCH

THERE IS A BOLT, LOCK-WASHER, AND A LOCK-NUT LOCATED UNDER THE SPEAKER BRACKET.

REMOVE THE NUT AND BOLT TO RELEASE THE HANDLE.





CLEANING THE WINDOWS

1. OPEN THE FRONT DOORS AND UNLOCK THE 2 CLASPS HOLDING THE FRONT WINDOW IN, FIG. 1.

2. THE FRONT WINDOW WILL NOW SLIDE UP LIKE A ROLL-TOP DESK, FIG. 2.

3. REMOVE THE BACK DOOR, THE TOP OF THE FRONT WINDOW CAN NOW BE REACHED.

4. USE THE PROVIDED SWIFFER™ (A5SWIFFER) TO CLEAN ALL THE WINDOWS OR ANYWHERE THERE IS DUST AND DIRT BUILD UP, FIG. 3.

5. ONCE DONE, SLIDE THE FRONT WINDOW CLOSED AND SECURE THE 2 CLASPS, FIG. 1.

6. CLEAN THE OUTSIDE OF THE WINDOWS WITH A CLEAN TOWEL AND WINDOW CLEANER.

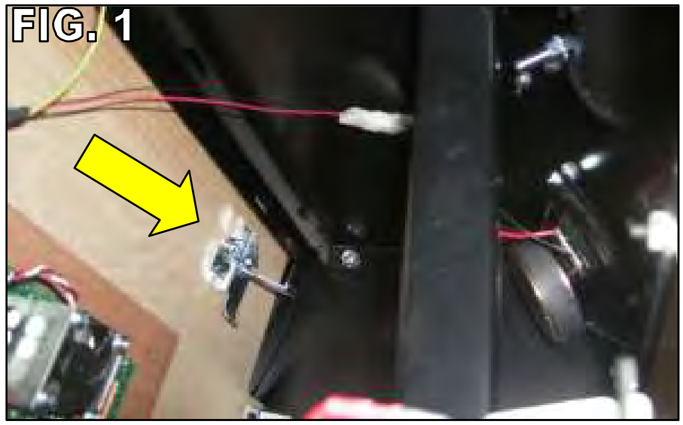

FIG. 1



FIG. 2

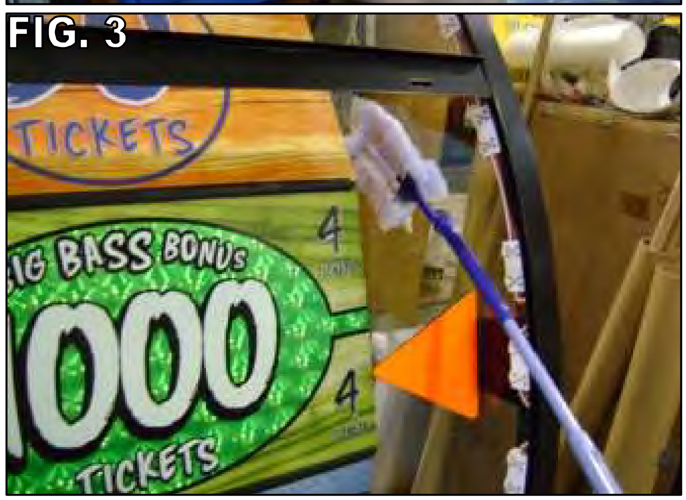


FIG. 3

POWER SUPPLY DIAGNOSTICS

1. CHECK THE POWER CABLE TO THE GAME.

2. CHECK THE CONNECTIONS ON THE POWER SOCKET ON THE LOWER BACKDOOR OF THE GAME, FIG 1.

3. CHECK CONNECTION TO THE POWER SUPPLY, FIG 2.

4. CHECK THE POWER SUPPLY SWITCH THEN MAKE SURE THE VOLTAGE IS CORRECT, FIG 2.

5. CHECK POWER SUPPLY POWER SWITCH, FIG 2.

6. CHECK TO MAKE SURE THE FAN IS WORKING ON THE MOTHER BOARD, FIG 3.

FIG. 1

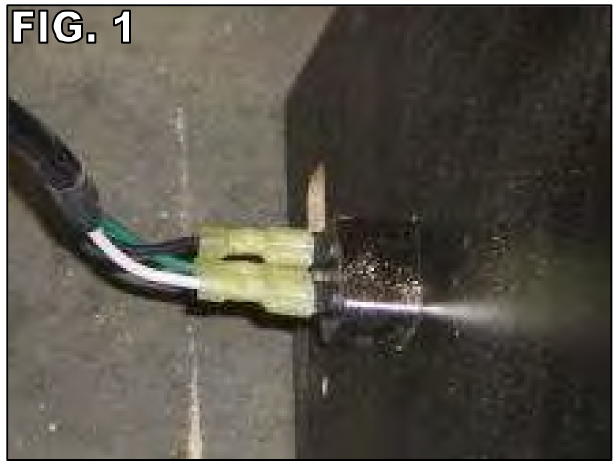


FIG. 2

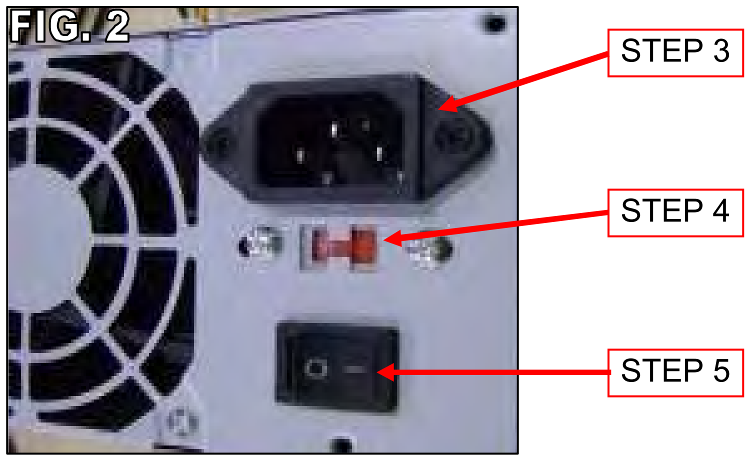
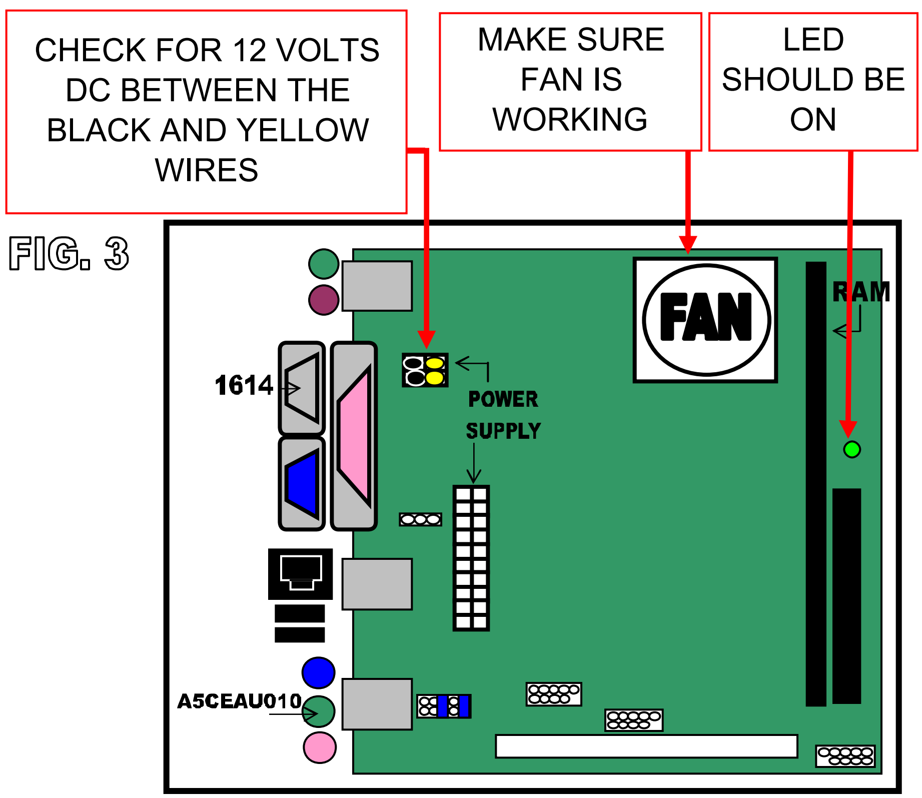


FIG. 3



ARM BRACKET MAINTENANCE

IT IS IMPORTANT TO CHECK THE BOLTS HOLDING THE ARM BRACKET TO THE GAME CABINET PERIODICALLY TO ENSURE THEY STAY TIGHT. FAILURE TO DO SO MAY CAUSE INJURY OR DAMAGE TO YOUR GAME.

THE FACTORY RECOMMENDS YOU CHECK THESES BOLTS MONTHLY, DEPENDING ON THE USAGE OF THE GAME. WHEN THE GAME HAS A HIGH VOLUME OF PLAYS IN A SHORT TIME YOU MAY WANT TO CHECK THE BOLTS MORE OFTEN.

1. OPEN THE RIGHT FRONT DOOR. TURN OFF THE GAME POWER. YOU WILL SEE AN ACRYLIC SHIELD. USING A 90 DEGREE DRILL, REMOVE THE TWO BLACK SCREWS HOLDING THE SHIELD IN PLACE, FIG 1.

2. CHECK THE 6 BOLTS, 3 ON THE SIDE AND 3 IN THE BOTTOM, OF THE BLACK ARM BRACKET. USE A 7/16" SOCKET TO RE-TIGHTEN ANY NUTS THAT MAY HAVE COME LOOSE OVER TIME, FIG 2 AND 3.

3. ONCE ALL 6 BOLTS ARE TIGHTENED, REATTACH THE ACRYLIC SHIELD, FIG 1.

FIG. 1



FIG. 2

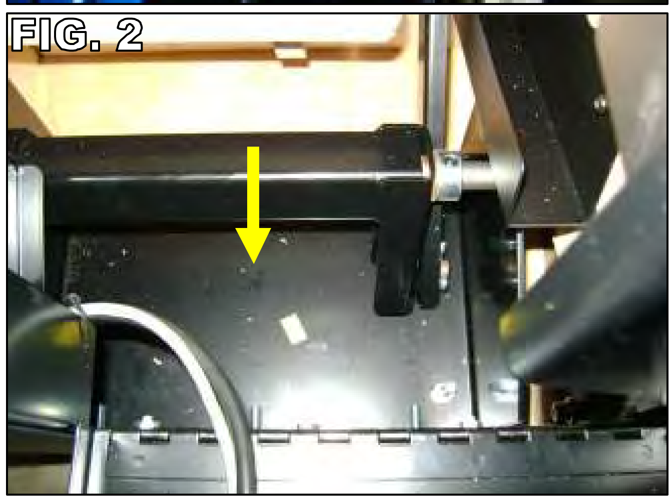
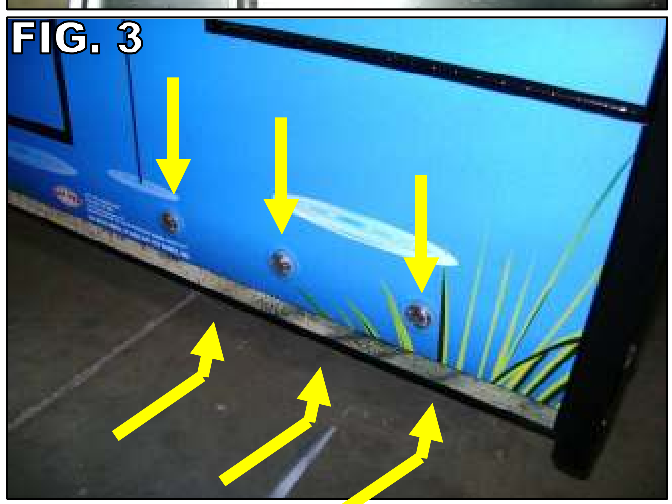
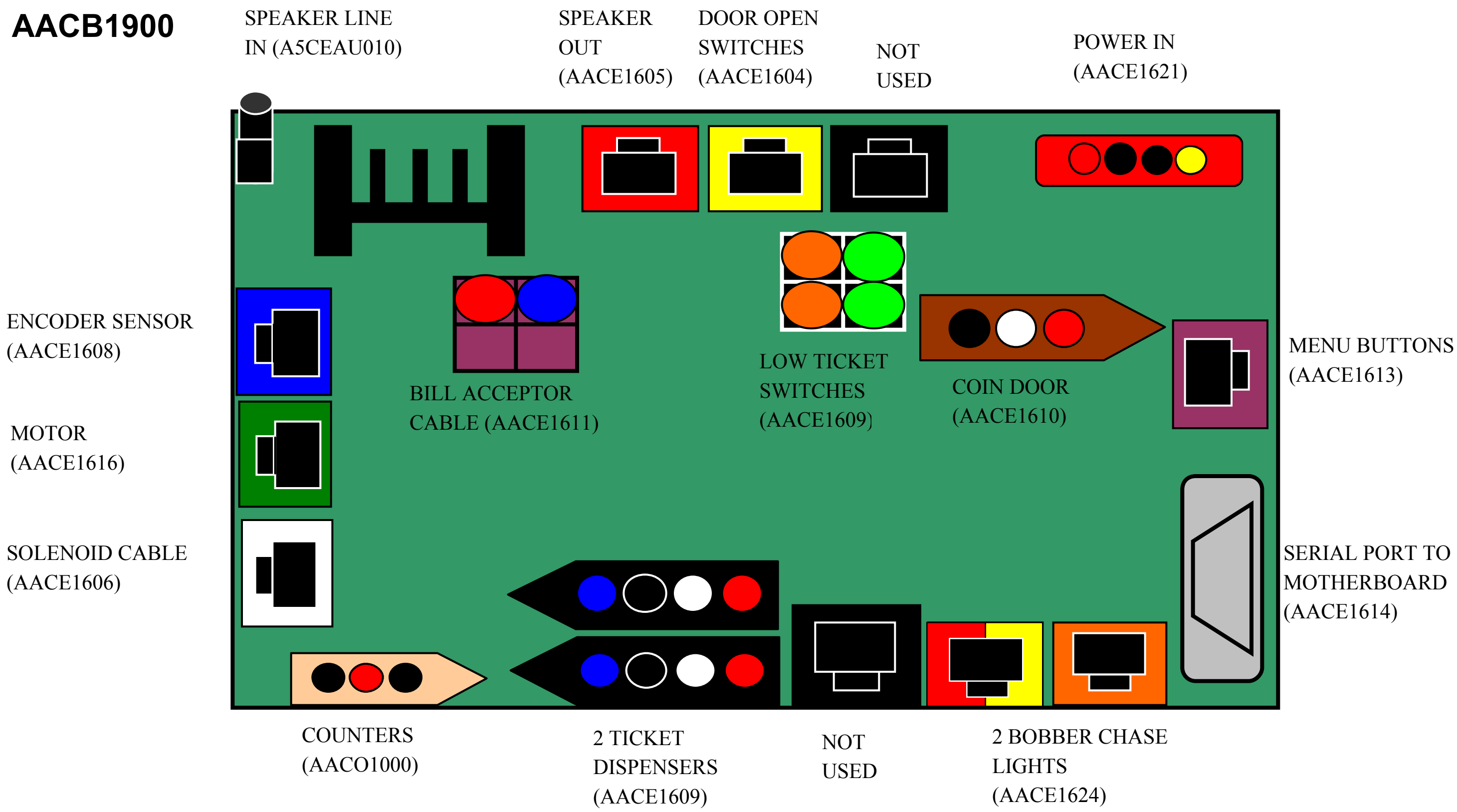


FIG. 3

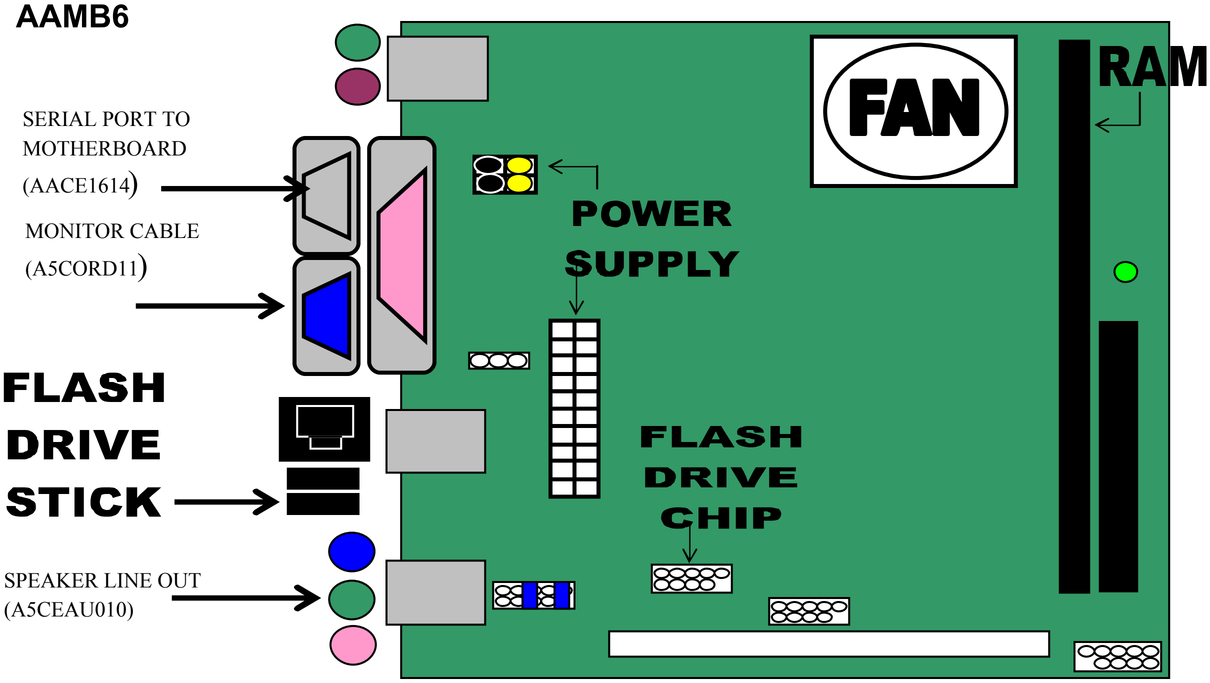


CIRCUIT BOARD WIRING PIN OUT

AACB1900



AAMB6



FLASH DRIVE MAY VARY
ACTUAL COLORS MAY VARY

MAINTENANCE CHECKLIST

Use the following chart as a guide only.
Actual maintenance will depend on usage and environmental conditions at your location.
Keep a log of all inspections, even if no problems were found.

DANGER

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

WARNING

Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline, kerosene, or thinners.

ATTENTION

**DO NOT use any cleaning solvents on the games graphics.
Use only a mild soap solution and a clean lint free cloth.**

Inspect the game for damage. Repair as needed.	**DAILY**
Check all game lighting. See page 52 for troubleshooting.	**DAILY**
Fill ticket trays. See page 55 for troubleshooting.	**DAILY**
Empty coin box.	**DAILY**
Test game to ensure proper operation. See troubleshooting section starting on page 51.	**WEEKLY**
Clean outside surfaces with warm soapy water only. **Do Not** use solvents on decals or acrylic surfaces.	**WEEKLY**
Clean front glass with glass cleaner and a clean lint free cloth. See page 73.	**WEEKLY**
Remove the dispenser and blow paper dust from the ticket dispenser outside the game. Do not blow dust into the game.	**MONTHLY**

REPAIR/MAINTENANCE LOG

If you need to make repairs or order replacement parts it is a good idea to keep a log. Below is a chart you can use to track repairs and maintenance.

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INTL.

NOTES

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect. We offer options that fit your needs.

Electronics / Circuit Boards:

•**Repair & Return** – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within two days. This option is your best value as we offer this fast turn-around service at the most reasonable price.

•**Advance Replacement** – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board in for repair, give us a call and ask for an Advance Replacement. We'll send you a replacement board that same day (pending availability). When you get your new board, just repackage the defective board in the same box and send it back to us. We make it easy by including a UPS Return-Shipping label for you to put on the box.
This is your best option when you need to get your game up and running as quickly as possible!

• **Spare Parts** – Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option. Call our technicians to get recommendations for what you should keep on hand for spare parts!

Technical Support:

"You" are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, you know you can call us. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some
troubleshooting steps and convey to them exactly what's happening with your game.

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board. If you choose the Repair and Return option, we'll test your board before we begin. If no problems are found, you will only be charged the bench fee.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Games technician.

It's a small price to pay for troubleshooting the issues with your game.

You can count on our Technical Support T eam for service and support!

WARRANTY OPTIONS

Bay Tek Games warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 6 months from the date of installation.

Register your new game for an extra 3 months on your warranty.

See page 1 for registration information.

Bay Tek Games will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorization (RMA) number for the return of defective part(s). Defective part(s) must be shipped back to Bay Tek Games unless otherwise instructed.

This warranty does not apply in the event of any misuse or abuse to the product, or as a result of any unauthorized repairs or alterations. The warranty does not apply if the serial number decal is altered, defaced, or removed from it's original position.

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 and press 1 when prompted** or e-mail to:

service@baytekgames.com

REPAIR OF NON-WARRANTY PART(S)

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet or the main board, and call **920.822.3951**

or e-mail to: **service@baytekgames.com**

An estimate of the repair charges will be quoted to you for approval.

You may now proceed in one of two ways.

Option 1:

Request immediate shipment of advance replacement part(s).

You will receive the part(s) with

an **RMA** for the return of the faulty part(s).

You must return the faulty part(s) in 14 days to avoid additional charges.

Option 2:

Send in the faulty part(s) for repair or replacement.

Please include the following information

NAME

ADDRESS

PHONE #

SERIAL #

PURCHASE ORDER NUMBER or

SIGNED AUTHORIZATION to perform service.

Repaired part(s) will be shipped back using the same method in which they were received.

Repairs are warranted for 30 days from the date of installation.

PARTS

PART NUMBER	DESCRIPTION
A5SW200	LIMIT SWITCH "ZIPPY"
W5TM4000	13/16 BLACK T-MOLDING
A5PL9097	DBA BLANKING PLATE
A5PL9995	COIN DOOR BLANKING PLATE
A5CB8020	BLACK PLASTIC CASHBOX
A5HA9091	LOCKING HASP (MARS BILL VALIDATE)
A5CEAU010	3.5MM AUDIO STEREO CABLE
A5CPPL010	BOBBER POLE BLACK CAP
A5CH1003	219 LINK CHAIN (#35)
A5FI9222	INLINE FILTER
A5SWIFFER	SWIFFER CLEANER
A5SP1003	16 TOOTH SPROCKET WITH HUB
A5SW7000	DOOR INTERLOCK SWITCH
A5TT4100	LEFT TICKET TRAY
A5TT4101	RIGHT TICKET TRAY
AABOBBER-BBW	BOBBER ASSEMBLY
A5VF4152	FISH HEAD WITH EYES
A5VF4153	HANDLE COVER VACUUM FORM
AACE1605	SPEAKER JUMPER
AACE1606	AUX. BOARD TO SOLENOID CABLE
AACE1607	SOLENOID CABLE
AACE1608	AUX. BOARD TO ENCODER SENSOR CABLE
AACE1609	AUX. BOARD TO TICKET TRAY CABLE
AACE1610	COIN DOOR CABLE
AACE1611	DBA ENABLE CABLE
AACE1612	DBA POWER CABLE
AACE1613	MENU BUTTON CABLE
AACE1614	INTERFACE CABLE
AACE1615	TICKET DISPLAY/LOW TICKET CABLE
AACE1616	AUX. BOARD TO MOTOR CABLE
AACE1617	LINE FILTER TO POWER STRIP CABLE
AACE1618	AUX. BOARD DOOR SWITCH JUMPER
AACE1619	DOOR SWITCH JUMPER
AACE1620	POWER SUPPLY TO CHASE LIGHT JUMPER
AAPS1004	POWER SUPPLY
AACE1622	CHASELIGHT WHEEL CABLE
AACE1623	COUPLER TO BOBBER CHASELIGHT CABLE
AACE1624	AUX. BOARD TO COUPLER CABLE
AACE8811	SPEAKER CABLE
AAGU4159	RIGHT GUARD ASSEMBLY
AAGU5158	LEFT GUARD ASSEMBLY
AACO1000	COUNTER
AAJP9090	BILL ACCEPTOR JUMPER
A5CORD11	15 FOOT SVGA EXT. CABLE
A5ER0001	EXTRUSION FOR WHEEL
A5ME4150	METAL LEFT WHEEL GUARD

PARTS

PART NUMBER	DESCRIPTION
A5ME4151	METAL RIGHT WHEEL GUARD
A5ME4152	METAL SLIDING WINDOW HANDLE
A5ME4153	METAL SLIDING WINDOW BRACKET
A5ME4161	METAL HANDLE PIVOT ASSEMBLY
A5ME4171	METAL T-HANDLE
A5ME4172	METAL HANDLE BRACKET
A5ME4174	METAL ROCKET ARM
A5ME4175	METAL POINTER BRACKET
A5ME4179	METAL LEFT TICKET TRAY BRACKET
A5ME4180	METAL RIGHT TICKET TRAY BRACKET
A5ME4181	METAL BOTTOM FRONT GUARD
A5ME4182	METAL COIN BOX GUIDE
A5ME4183	METAL RIGHT FRONT DOOR
A5ME4184	METAL LEFT FRONT DOOR (COIN ENTRY)
AAMO4100	MOTOR
AASO4150	WHEEL ENGAGING SOLENOID
AABK4150	WHEEL BRAKE
WABBW0030	BRAKE PAD
AAKIT-BBW-HDWR	HARDWARE KIT FOR THE MARQUEE
AAKIT-BBW1-HDWR	HARDWARE KIT FOR THE SAFETY GUARDS
AAWD4173	WHEEL DRIVE SPROCKET ASSEMBLY
A5TD1	TICKET DISPENSER
DECALS AND ACRYLICS	
A5DE4150	INSTRUCTION DECAL
A5DE4151	GREEN DECAL AROUND MONITOR
A5DE4152	BACK LEFT SIDE DECAL
A5DE4153	BACK SIDE RIGHT DECAL
A5DE4154	FRONT LEFT SIDE DECAL
A5DE4155	FRONT RIGHT SIDE DECAL
A5DE4156	TOP LEFT SIDE DECAL
A5DE4157	TOP RIGHT SIDE DECAL
A5DE4158	LEFT HANDLE GUARD DECAL
A5DE4159	RIGHT HANDLE GUARD DECAL
A5DE4160	LEFT SIDE DOOR DECAL
A5DE4161	RIGHT SIDE DOOR DECAL
A5DE4162	LEFT FRONT DOOR DECAL
A5DE4163	RIGHT FRONT DOOR DECAL
A5DE4164	BOTTOM FRONT DECAL
A5DE4165	SCORING POINTER DECAL (ORANGE)
A5DE4166-B	BLUE SIDE WHEEL DECAL
A5DE4166-G	GREEN SIDE WHEEL DECAL
A5DE4166-O	ORANGE SIDE WHEEL DECAL
AADE1601	TICKET DECAL SET #1
AADE1602	TICKET DECAL SET #2
AADE1603	TICKET DECAL SET #3
AADE1604	TICKET DECAL SET #4

PARTS

PART NUMBER	DESCRIPTION
AADE1605	TICKET DECAL SET #5
AADE1606	TICKET DECAL SET #6
AADE1607	TICKET DECAL SET #7
AADE1608	TICKET DECAL SET #8
AADE1609	TICKET DECAL SET #9
AADE1610	TICKET DECAL SET #10
AADE1611	TICKET DECAL SET #11
A5DE4171	PRECAUTION/CAUTION DECAL
A5DE4172-G	GREEN REFLECTIVE WHEEL FRONT
A5DE4172-P	PURPLE REFLECTIVE WHEEL FRONT
A5DE4173	CAUTION CASHBOX WARNING DECAL
A5DE4174	CAUTION /INSPECTION DECAL
A5AC4150	BOBBER FACEPLATE
WABBW0026	ACRYLIC SIDE WINDOWS
WABBW0027	FRONT WINDOW
CIRCUIT BOARDS	
A5CBDI030	19 INCH LCD MONITOR
AACB1900	I/O BOARD
AACB1901	ENCODER SENSOR
AACB1905	BOBBER CHASE LIGHT BOARD
AAMB6	MOTHER BOARD
COUPON PRINTER	
A5DE4163	DOOR DECAL
A5ME4183-2	METAL DOOR
A5COPL001	PLASTIC COVER
AAPA4100	5 ROLLS OF PAPER
AADE1613	POINT DECAL PACKAGE
A5CORD13	USB CABLE
A5PRTH001	THERMAL PRINTER

BAY TEK GAMES
1077 E. GLENBROOK DRIVE
PULASKI, WI 54162
920.822.3951
PARTS AND SERVICE
920.822.3951 x 1101

DECLARATION OF CONFORMITY

CE 09

BAY TEK GAMES

Declaration of Conformity

Manufacturer Identification	Equipment Identification
Bay Tek Games, Inc. 1077 East Glenbrook Drive Pulaski, WI 54162 U.S.A. http://www.baytekgames.com	**Big Bass Wheel** Model: AAGM-BBW6-110V AAGM-BBW6-220V AAGM-BBW6-PRO-110V AAGM-BBW6-PRO-220V Type: Redemption Game

Council Directive 2004/108/EC		Electromagnetic Compatibility	
Emissions Standard: EN 55014-1: 2006		**Immunity Standards:** EN 55014-2: 1997, A1:2001	
Terminal Disturbance Voltage	148.5kHz - 30MHz	ESD	IEC61000-4-2: 2001
Discontinuous Power	30MHz - 300MHz	Radiated Immunity	IEC61000-4-3: 2006
Emissions Standards: EN 61000-3-2: 2000 Current Harmonics EN 61000-3-3: 1995, A1:2001 Voltage Flicker		EFT	IEC61000-4-4: 2004
		Surge	IEC61000-4-5: 2005
		Conducted Immunity	IEC61000-4-6: 2006
		Magnetic	IEC61000-4-8: 2001
		Power Dips and Interrupts	IEC61000-4-11: 2004

Council Directive 2006/95/EC	Low Voltage
Standards: Household and similar electrical appliances - Safety - Part 1: General requirements, IEC 60335-1:2001 (4th Edition) (incl. Corrigendum 1:2002) +A1:2004 +A2:2006 (incl. Corrigendum 1:2006), and Part 2: Particular requirements for amusement machines and personal service machines, IEC 60335-2-82:2002 (2nd edition) +A1:2008 With differences according to EN 60335-2-82:2003+A1:2008 in conjunction with EN 60335-1:2002+A1:2004+A11:2004+A2:2006+A12:2006 and EN 50366:2003+A1:2006	

I hereby declare, on behalf of the manufacturer above, that the equipment listed meets the requirements of all applicable Council Directives for CE Marking. Conformance was demonstrated by meeting the requirements of the referenced harmonized Standards.

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